



# TIGER WOODS PGA TOUR 10

PRIMA Official Game Guide

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Prima Games  
An Imprint of Random House, Inc.  
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[www.primagames.com](http://www.primagames.com)

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## Acknowledgements:

Prima Games would like to give special thanks to Travis Sailer, Lorraine Honrada, Daniel Davis and Jim Stadelman.

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ISBN: 978-0-7615-6282-5

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# Introduction

Feel the drama of playing tournament golf with *Tiger Woods PGA TOUR 10*. For the first time in franchise history, take aim at capturing the U.S. Open Championship on the ever-challenging Bethpage Black. Playing in front of huge galleries and hear crowd reactions from nearby holes, take your game to the next level when it matters most as you try to hold off a charging Tiger Woods and other PGA TOUR® Pros.

Whether you're fighting the course, the crowd, dynamic weather conditions, or the field, you will experience the stress and excitement of tournament play on every swing with *Tiger Woods PGA TOUR 10*.

# New Features



There are a ton of new features to be found in *Tiger Woods PGA TOUR 10*. We'll be touching on them throughout this guide, but here a couple you should take note of before you start playing:

**Live Tournaments**—Play in a variety of online tournament types against gamers from all over the world. As you play each tournament round, you'll post your best scores to that tournament's leaderboard. After each event, the tournament purse will be distributed. Your goal is to climb as high as possible on the overall money rankings leaderboard. There are three types of Live Tournaments:



Live Tournaments let you compete 24/7.



## NEW FEATURES

**Daily Tournaments**—24-hour-long tournaments with a new winner each day.

**Weekly Tournaments**—These events last a week long and require you to submit four tournament rounds.

**Play the Pros**—Compete each week directly against the Pro golfer's scores from tournaments taking place live on the PGA TOUR®. These events start on Thursday and go through the weekend.

**Tournament Challenge**—This mode allows you to play out some of recent golf history's most memorable scenarios. Your created golfer will take on these challenges to relive or rewrite history. All of the courses in *Tiger Woods PGA TOUR 10* are represented in this new mode and each course includes a series of challenge scenarios you must beat.



**Tournament Challenges** allow you to unlock new content.

**Precision Putter**—EA SPORTS has created a new putting mechanic based on the idea of carrying a single-distance putter in your bag. An alternative to the classic putting mechanic, this new putter will always maintain a single max distance, so it will be up to you to dial in the appropriate power and putting line for each shot.

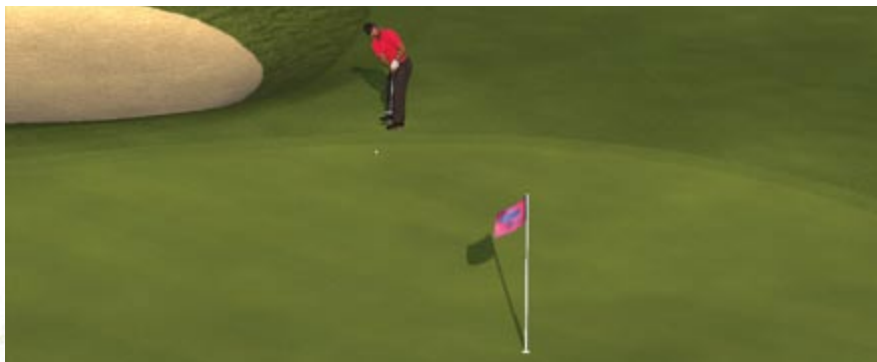


**Lining up the perfect stroke.**

**Dynamic Weather**—The new dynamic forecasting system will generate a unique weather pattern, allowing conditions to change from hole to hole. Your round might start out on a sunny day and end in a nightmarish rain storm. If it does end up raining during your round, you'll have to take the ground soak into account while hitting shots, since the more it rains the more saturated the ground will become, slowing down the roll on your shots.



**Not a nice day for spectators.**





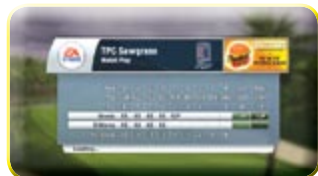
# Game Modes



*Tiger Woods PGA TOUR 10* is packed with gaming goodness, offering an incredible array of game modes to choose from. The basic control and gameplay strategies of this guide apply to nearly all the game modes shown below:

## NOTE

Many of the game modes require more than one player. However, you can set other players to CPU control so that you can play solo against the computer.



After halving the first 12 holes, Tiger finally wins the skin.

## Traditional Game Modes

**Stroke Play**—A basic round of golf for one to four players. Golfers play against the course and the lowest score at the end of the round wins. You can fully customize gameplay options such as number of holes, tee and pin selection, wind, and so forth.

**Match Play**—A two-player game where golfers play for holes. Most holes won during the round wins. Any hole where the score is tied means that the hole has been “halved” and no one wins it.

**Skins**—A multiplayer game where the player with the lowest score on the hole takes the cash for that hole. If two players tie, the “skin” is “pushed” and carries forward.

**Bingo Bango Bongo**—A two- to four-player game in which points are awarded for being first on the green, closest to pin, and for having the lowest score.

## GAME MODES

**Stableford**—A one- to four-player game based on a system of points determined by your score on the hole.



An eagle is worth 5 points in Stableford Scoring.

**Alternate Shot**—Played in teams who alternate shots with the same ball until the ball is holed.

**Best Ball**—A team-based game using Stroke Play rules. The best individual score among teammates is used as the team score for the hole.

**Four Ball**—A team-based game using Match Play rules. The best individual score among teammates is used as the team score for the hole.

**Greensome**—A Match Play scoring game mode played by two teams. All players tee off and the “best ball” is chosen for the remainder of the hole.

**Bloodsome**—A Match Play scoring game mode played by two teams. All players tee off and the opponent team chooses the ball played for the remainder of the hole.

**Battle Golf**—A two-player Match Play game in which the winner of each hole has the option to remove a club from their opponent’s bag or add a club back into their own bag.

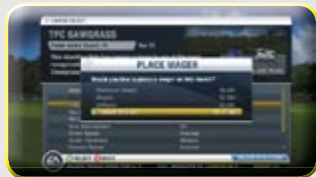
### NOTE

In Battle Golf, the first club you want to take (or get back) is the driver, followed by your next wood—you want to take away your opponent’s ability to get length off the tee. After that, continue taking their longest distance club away.

**One Ball**—A game where all players share a single ball. Players alternate shots until one player sinks a shot, winning the points for that hole. Your goal is to give your opponent the crummiest shot possible without incurring a penalty. You can’t just aim away from the hole, as this gives your opponent extra turns to complete the hole.

### NOTE

In some game modes, you can choose to place a wager on the game to earn extra cash.



### STABLEFORD SCORING SYSTEM

The PGA TOUR® uses a modified Stableford Scoring System. We’ve included it below:

- Double Eagle = 8 points
- Eagle = 5 points
- Birdie = 2 points
- Par = 0 points
- Bogey = -1 point
- Double Bogey or worse = -3 points

## Minigame Modes

**Target**—You are given twenty balls to hit your targets. Earn as much cash as you can!



Hit the Bull’s Eye for max cash.

**Target to Target**—Now the CPU picks your targets for you. A steady aim and accurate shot making are the key.



**T.I.G.E.R.**—Take on your friends in our version of “HORSE.” You make a shot, your friend has to match it or beat it, or they get stuck with a letter. First to spell T-I-G-E-R loses!



We both have the letter “T.”

**Capture the Flag**—A multiplayer contest where you can claim a target or have it stolen away by your opponent. Hit the Bull’s Eye to lock out a target. First to five targets wins!

**Putting Contest**—You have three chances to sink a putt. Closest to the pin wins.

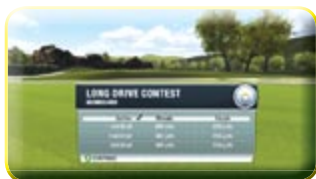
**Approach Contest**—You have three chances to get an approach shot close to the pin. Closest to the pin wins.

**Closest to the Pin**—You have three chances to get your shot as close to the pin as possible. Closest to the pin wins.



.46 yards is about as good as it gets.

**Long Drive Contest**—You have three chances to drive your ball farther than your opponent.



It’s hard to beat Tiger in the Long Drive Contest.

## Xbox Live Game Modes

**Quick Match**—Places you in one of the next online games starting. This is the quickest way to play an online game.

**Custom Match**—Helps you narrow down the search for online games, so you can find you match that you want to play.

**Create a Match**—Lets you set every aspect of the course and game that you want to play online. Once set, others can join in.

**Live Tournaments**—Allows you to play in daily and weekly tournaments with live leaderboards so you can see how your game stacks up against the world.



## GAMEPLAY OPTIONS

# Gameplay Options



You can change gameplay options from the My Tiger '10 | Options | Game Options menu screen. From a strategy and gameplay standpoint, the Options menu contains a number of important customization features all players should be aware of:

## Difficulty Levels

Here are the primary differences between the game's four difficulty levels:

**Beginner**—Geared for first-time players, this difficulty is the most forgiving of the four options. Opponents will be easier to beat as well.

**Amateur**—The default level for the game. You have to be more precise with your swings. Opponents are tougher, but not overwhelmingly so.

**Pro**—This level is designed for veteran players. You have less room for error with your shot execution and club selection. You cannot use the 3-Click Swing mode at this level and above. CPU opponents pick up the pace as well.

**Tour Pro**—This level is for the true masters of the game. You no longer have access to Power Boost, Spin Control or Putt Preview. You also must use Precision Putting. Your CPU opponents will be close to perfect, so your shot execution and club selection must be equal to the task. You have little margin for error, and a very small sweet spot on your swing.

### NOTE

At the Tour Pro difficulty setting, it is hard to consistently achieve full power on your shots. You may need to use an extra club, especially when hitting out of hazards or the rough. You also have to be totally precise on your Swing Stick movements, or else your shots will veer off target.



# Settings that Affect Gameplay

In addition to turning gameplay features such as Spin Control or Power Boost on or off, you can also customize your default Play Now settings, camera views and whether the game displays distance in meters or feet. Here are a few options that significantly affect gameplay and strategy in *Tiger Woods PGA TOUR 10*:



**USGA Rules** teach you the rules of golf (viewing is optional).

**Precision Putting Meter (On/Off)**—We can't imagine trying to play a round of golf without the Precision Putting Meter on. With that said, there are some diehards that like to play the game by "feel" alone. If you are feeling really brave, try it out for yourself.

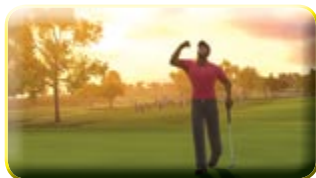
**Green Grid (On/Off)**—When set to On, this overlays the elevation grid during each putt. Unless you are a really advanced player (that is, a real life Pro golfer), you should keep this setting on.



The Green Grid helps you visualize how the putting surface is breaking.

**EA SPORTS™ GamerNet Instant Challenges (On/Off)**—Challenges including long drives, approach shots, and putting will be automatically delivered to you throughout your rounds. If you are able to beat the Instant Challenges, you will be rewarded with GamerNet points. Available in most modes in

the game, it will automatically notify you if a challenge is available.



If you want to speed up your rounds, you can turn off the in-game cinematics.

**Player Camera (Follow/Presentation)**—While the Presentation camera gives you more interesting angles to view the action, you sometimes miss out on some important bits of information. At times it can be hard to tell whether you missed a hole high or low. If you are a hard-core golfer, then Follow cam is a must. The camera will follow the flight of the ball so you can see exactly what is going on.



You can turn the Ball Trail off or on.

**Switch to Spin (On/Off)**—If you are using the Presentation camera, you can opt to switch to the Follow view whenever you are using Spin Control. You'll need to be behind the ball if you want to accurately adjust the spin of the ball.

## NOTE

On some difficulty and game mode settings, some options (such as Putt Preview) may automatically be disabled during a game.

## GAMEPLAY BASICS

# Gameplay Basics



Success in *Tiger Woods PGA TOUR 10* all comes down to mastering the key techniques used during a game. Once you get a handle on these basic techniques, you'll be ready to play mistake-free golf and dominate the courses.

## Basic Game Controls

### Shot Stick (Hit the Ball)

**Xbox 360:** Left analog stick

**PlayStation 3:** Left analog stick

**Nintendo Wii:** See the special "*Tiger Woods PGA TOUR 10* Wii Strategies" section

Moving the left analog stick down and then up triggers a golf swing or putt. Watch the movement of your golfer carefully: To get maximum power on a shot, move the stick down until your golfer has fully extended his club all the way back. You can determine this point by holding the stick down. Your golfer will freeze at the absolute top of his backswing. The moment the maximum backswing has been reached, push up on the stick to follow through with the shot.

The down-up motion of the stick must be smooth and quick for maximum efficiency. If you freeze too long at the top or fail to make a smooth, even movement, your golfer will lose power and accuracy on his or her stroke. To cancel a shot

without hitting the ball, simply let go of the analog stick without pushing up.

To reduce the power of a shot, move the stick down for a shorter period of time. This takes a lot of finesse and practice to get just right. One of the best methods for determining how far to bring the club back for a partial shot is to use a practice swing. Click the left analog stick to enter practice swing mode. Now you can take as many swings as you want. Each time, the meter will let you know what percentage of swing power you used. Once you have figured out just the right amount of backswing, click the left analog stick again to address the ball.

### CAUTION

If you are faced with using a shorter club at 99 to 100 percent power, or a longer club at 70 to 80 percent power, it's usually a better plan to go with the shorter club. Accurately determining a partial backswing is much harder than just gripping and ripping with a full swing.



## 3-Click Swing Method

**Xbox 360:** Activate by clicking the right analog stick

**PlayStation 3:** Activate by clicking the right analog stick

**Nintendo Wii:** N/A

The 3-Click Swing method harkens back to the days when golf was king on the PC. The first click starts the power meter, the second click actually sets the power, and the third click sets the shot's accuracy/draw/fade. This swing type is only available in Beginner and Amateur difficulty levels. You can enter this swing mode by clicking on the right analog stick. This swing method can give you more accurate feedback when it comes to taking partial swings.



Using the 3-Click Swing method

## Loft Stick: Impart Spin on Putt

**Xbox 360:** Right analog stick

**PlayStation 3:** Right analog stick

**Nintendo Wii:** [L] (hold) + [R]

Before hitting the ball, you can press up or down on the right analog stick to vary your club face angle and alter the loft of your shot. Pressing down will perform a high, arcing shot. You will get more under the ball and cause it to travel in a higher trajectory with backspin. You can use this method to "shorten" a club a bit and cause the ball to land more softly. It is also useful for getting the ball up and down over obstacles.

Press up on the right analog stick to angle the club face forward and hit a low-arc shot. This allows you to add some topspin to the ball so that it travels at a lower trajectory and rolls farther when it lands. You can use this technique to reduce the effects of a strong wind or get the ball under an obstacle. You can also angle the club face forward to get a little bit more roll on your punch shots.

When using Classic Putting, you can use the right analog stick to vary the amount of spin you put on the ball. Generally, the more forward spin you put on the ball, the farther it will roll. Adding backspin will cause the putt to travel less distance. By changing loft, you can add or subtract up to six feet to a putt.

### NOTE

You cannot angle the club face on a flop shot.

## Change Shot Type

**Xbox 360:** [X]

**PlayStation 3:** [X]

**Nintendo Wii:** [Y]

Use this button to cycle through the different shot types. We've included them in chart form below:

### Shot Types

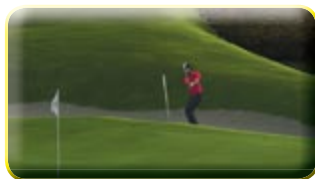
Shot Type	Advantages	Disadvantages
Full	Travels the greatest distance. Can use any club except driver.	Difficult to stop the ball after landing. Bounces can wind up in hazards.



## GAMEPLAY BASICS

### Shot Types

Shot Type	Advantages	Disadvantages
Punch	Is least affected by wind. Can be used to go under obstacles like trees. Offers “in-between” yardage options not available with full shots. Great for approaching open greens with no hazards in front.	Relies heavily on bounce after landing to achieve proper distance. Hazards and uphill elevations can stop shot quickly.
Pitch/Flop	Easy to stop ball after landing. Can use this shot to attack the pin. Flop shots have next to no bounce.	Can use only within short distances. Is strongly affected by the wind. The Flop shot aiming circle is pretty wide in most cases.
Chip	Most accurate way to aim at the hole.	Can only be used on fairway or fringe of green with any success. Travel path of shot is extremely affected by changes in elevation.



Tiger pitches out from the bunker.

### Aiming Circle

**Xbox 360:** Left directional pad

**PlayStation:** Left directional pad

**Nintendo Wii:** ⬅➡

Pressing left or right on the left directional pad will change your aim left or right, while pressing up or down changes the distance of your aim. For putts and chips, the aiming circle turns into a blue arrow for precision aiming. This control is almost always used with the view target circle button so that you can position your desired target precisely.

### NOTE

When you change the distance of your shot using the aiming circle, your club selection will automatically change to match that distance.



Grab an extra club, this is 24 feet uphill.

### Draw and Fade

**Xbox 360:** (LB) and (RB)

**PlayStation 3:** (L1) and (R1)

**Nintendo Wii:** See the special “Tiger Woods PGA TOUR 10 Wii Strategies” section

While you have the Zoom to Target activated, you can use these buttons to add draw or fade to your shot. Adding draw causes the ball to curve from right to left (for right-handed golfers). Fade cause the ball to curve from right to left. These types of shot shapes can be great for working the ball around doglegs or trees. When you activate fade or draw, you will see a blue arrow that you can adjust. You will then see your aiming circle adjust based on how much fade or draw you have selected.



Hitting a draw (notice aiming cursing near right bunker).

## Zoom to Target

**Xbox 360:** ○

**PlayStation 3:** ●

**Nintendo Wii:** Ⓐ

Press and hold this button to view your aiming circle. Assuming that you swing properly (and in ideal weather conditions), your ball should land somewhere within that circle. Remember that the aiming circle does not take into account elevation or wind.

The view target circle button is very useful when it comes to scouting out the course and looking for potential trouble spots. More accurate golfers will have smaller aiming circles.

## Power Boost and Spin Control

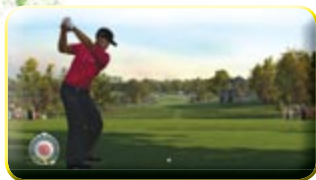
Not available on Tour Pro difficulty.

**Xbox 360:** ○ or LB

**PlayStation 3:** X or L1

**Nintendo Wii:** See the special “*Tiger Woods PGA TOUR 10* Wii Strategies” section

While using the left analog stick to perform your backswing, rapidly press this button to get additional power on the swing—this usually results in a distance increase. The amount of extra power depends on how rapidly you are able to press the button before hitting the ball. The Power Boost indicator is shown in the lower left corner as an expanding red ball. Be careful not to mess up the quality of your stroke. You still need to perform a smooth motion on the left analog stick to achieve maximum power and accuracy on your shot.



**Maxing out the power.**

Once the ball is in the air, pressing this button repeatedly adds spin to the ball. You can change the direction of the spin mid-flight by using the left analog stick. You can use spin control to finesse the ball and affect the way the ball rolls once it lands. By pressing left or right, you can aim the ball toward the hole if your aim was off line. Pressing down on the stick will add backspin and typically cause the ball to roll backward once it lands. This can soften the bounce as well. Giving the ball forward spin will increase the distance the ball rolls when it lands. Spin Control can be negated by weather and the type of terrain that the ball lands on. In addition, shorter clubs allow you to give the ball more spin.



**Finessing the ball back to the hole.**

## Putt Preview

**Xbox 360:** LB

**PlayStation 3:** L1

**Nintendo Wii:** Ⓐ

Not available on Tour Pro difficulty (on Wii, only in Standard Swing difficulty).

Holding this button down before a putt will show you where the putt will go based on your current aiming point. Putt Preview **does** factor in green speed, breaks in the green, and changes in elevation.

## GAMEPLAY BASICS

### Select Club

**Xbox 360:** **(LT)** and **(RT)**

**PlayStation 3:** **(L2)** and **(R2)**

**Nintendo Wii:** **(B)** (hold) + **(+)**

These buttons quickly let you switch between clubs. Your aiming circle will automatically adjust according to your club selection.

### Reset Target/Speed Up Shot

**Xbox 360:** **(O)**

**PlayStation 3:** **(▲)**

**Nintendo Wii:** **(B)** (hold)

During normal play, your caddy will choose a beginning aiming point and club. If you switch clubs or aiming points, you can press this button to return to the default club as previously chosen by your caddy. Once the ball has been hit, you can press this button to fast-forward the game.

### CAUTION

The default clubs and aiming points are merely suggestions. They do not take into account weather, obstacles in the flight path of the ball, elevation changes, or green speeds.

### Change Camera View

**Xbox 360:** **(RB)**

**PlayStation 3:** **(R1)**

**Nintendo Wii:** N/A

This toggles between three behind-the-golfer camera angles. Mostly this comes down to personal preference.



One of the three camera angle options.

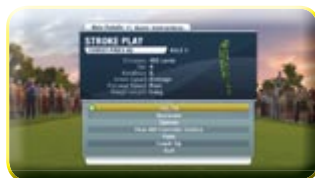
### Hole Details

**Xbox 360:** **(O)**

**PlayStation 3:** **(SELECT)**

**Nintendo Wii:** **(+)**

This pauses the game and provides you with information about the hole. You can get details about the yardage, par, fairway/green speeds, and an illustration of the hole. You can also request a flyby of the hole and read caddy tips.



Info for hole 1 at Torrey Pines GC.





## Reading the Screen/Shot Setup



The lower-left and lower-right sides of the screen contain all the information you need to commit to your golf swing:

**Ground Type/Lie/Swing Type**—The bottom-left corner of the screen displays the surface that the ball is currently on (that is, tee, fairway, rough, sand, etc.) and how much of the ball there is available to hit. In golf terms this is known as the “lie.” The lie in-game is expressed as a percentage between 50 percent and 100 percent. This shows what percentage of yards the ball will travel relative to the maximum yards listed for your current club selection. Swing Type will be either full, pitch, chip, flop, or putt.

**Yards to Pin/Maximum Yards for Club/Elevation/Swing Percentage**—The top line of this display shows you how far your currently are from the pin. Below this line and to the left of the box is the Elevation display. This display shows you the elevation change from your current position to your aiming circle. Below the elevation marker is the maximum possible yards you can hit with your chosen club. Your club selection and yardage information changes dynamically as the aiming target is moved to different locations. Also note that the maximum yardage changes to the actual yardage; a percentage appears next to the number, which represents

how much of a swing you must execute to send the ball to that aiming location.

### NOTE

The maximum yards shown does not take wind, loft, or elevation into account. The actual distance travelled for a shot will depend on these factors.

**Current Club Selection/Loft**—To the right of the Yards to Pin box you will find your current club and loft selections. The club face picture will show you the amount of loft that you are currently using for your club. You can angle your club back or forward by using the right analog stick. Angling the club back will add more loft to the ball. It will also put backspin on the ball. These shots will land more softly. Angling the club face forward will impart forward spin on the ball. This will cause the ball to roll more when it strikes the landing surface.

**Wind Gauge**—The upper-right corner of the display shows the wind speed (in mph) as well as the direction the wind is blowing. Accounting for the wind is one of the most critical parts of aiming and club selection in golf. Please refer to our “Dealing with Wind” section for more tips on how to work the ball in breezy situations.



## GAMEPLAY BASICS

### Taking Aim

Besides learning to take a smooth swing, the most important skill you must develop in *Tiger Woods PGA TOUR 10* is the ability to position your aiming circle to maximize your chances for success. The aiming circle shows a potential area where your ball **may** end up, including roll. This aiming circle does not take into account wind, rain, fairway speed, or elevation. If you perform a poor swing, then your ball will not make it close to your aiming circle.

Here are a couple of key strategies for aiming effectively:

**The smaller the aiming circle, the more precise your shot will be. Your golfer's stats dictate the size of your target circle. Club selection also affects the size of your circle. Drivers and**

**fairway woods will have much larger potential landing areas than using a wedge or 8-iron. Exchanging distance for accuracy is often the trade-off you must make to keep the ball in the short stuff.**

**Be sure to keep an eye on the edges of your aiming circle. This circle shows you the area that a perfect shot is expected to land. If your aiming circle touches the edge of a slope, your ball will often roll away from your target and potentially into trouble.**

Once you get your aim set up, you'll need to adjust for wind. Please refer to our "Dealing with the Wind" section for tips on how to adjust your aiming circle in windy conditions.

### Reading Your Scorecard

There is one last fundamental piece of knowledge that you need to master before jumping onto the course. Fortunately, this bit of info won't take any practice to get down pat. Your player's scorecard carries several items that can be really useful when it comes to shaving points off of your score.

Hole	1	2	3	4	5	6	7	8	9	Out	Total
Yds	376	502	374	327	187	500	106	416	462	3250	6737
Par	4	5	4	4	3	5	3	4	4	36	72
Woods	3	4	4	3	2	4	1	4	3	28	28
Handicap	8	10	12	16	14	2	18	6	4		

#### A blistering round at Pebble Beach.

Your scorecard shows you the number of yards for each hole, the total yardage, par, your score, and the hole's handicap. Taking a look at the scorecard ahead of time can help you determine the kinds of clubs you need to carry in your bag. If there are some really long par 5s, make sure to pack your driver and a 3-wood. If the course, however, is dotted with lots of short par 4s, you might need to be sure to pack a 5-wood or a 2-iron. The other useful bit of information you can gather from the scorecard is the handicap. The handicap rates the holes in difficulty. The hole with the handicap of 1 is the hardest hole on the course, and consequently the hole with the handicap of 18 is the easiest hole on the course. This knowledge can help you decide whether to be more conservative or aggressive on a hole. On the more difficult holes, you need to play it safe. On holes with handicap numbers in the range of 16 to 18, you should be looking for birdies.



# Tiger Woods PGA TOUR 10 Wii™ Strategies



## Introduction

*Tiger Woods PGA TOUR 10* with Wii MotionPlus™ integration brings a completely new golf experience to the console. Wii MotionPlus™ adds a one-to-one swing dynamic to your golf swing. Besides the fact that the club mimics your movements better, gameplay is greatly enhanced because the jitters of previous versions of the game have been eliminated. No more accidental mishits!

Not only does the game have a one-to-one backswing ratio, but the same is true for your follow through and forward swing. This allows you to “shape” your shots manually. Instead of choosing the Punch shot type (it is still available), you can use a club with limited loft and just hit a lower power shot with a more abbreviated follow through.


Let's dive more into the swing mechanic and how you can do some unique things with the game on the Nintendo Wii™.

## Controls

We discussed the standard control options in the “Gameplay Basics” section of the guide. There are

however, several control options that are specific to the Wii™ alone. Be sure to watch the tutorials from within the game, as these cover the basics of swinging, aiming, adding fade, and putting. Let's take a look at some of the key differences between the Wii™ version of the game and the Xbox 360/PlayStation 3 versions.

## The Swing

To take a full swing, point the Wii Remote down and hold the  button. You will want to visualize hitting the ball with the side of your Wii Remote. Keep the remote straight during your backswing and downswing to hit an accurate drive. The swing tempo mimics real-world golf, so keep it smooth and easy.



Keep it smooth and easy.

## TIGER WOODS PGA TOUR 10 Wii™ STRATEGIES

### Draw/Fade

There are two methods you can use to add draw or fade to the ball. Manual draw/fade allows you to modify your aiming circle to add shape to the ball. Press **Ⓐ** to zoom to your target. You can hold down the **Ⓑ** button and drag your aiming circle. You can also grab the blue/yellow arrows to create a draw/fade. If you are using the Advanced Swing, you won't be able to use Manual draw/fade.



Hitting a Manual fade.

Wii MotionPlus™ adds a new dynamic to playing the game in that it can accurately read how you're rotated in 3D space as you swing through the ball. By twisting your hands counterclockwise (for right-handed swings) you can cause the shot to draw. The more you rotate your hands, the more extremely the shot is shaped. By twisting your hands clockwise you can cause the shot to fade. Again, the more your hands rotate, the more action you get on the ball.



Using a draw to work around the trees.

### Spin Control

To add spin to the ball, select and hold the direction of desired spin on the **Ⓢ** Control Pad. Shake the Wii™ Remote while the ball is in the air. The faster you shake the Remote, the greater the amount of spin you receive on the ball.

### Putting

The putting stroke in the game has been massively improved and is without a doubt the closest thing

to putting a real golf ball that you can get in a video game. The distance your ball travels is based on the length of your backswing and the tempo of your downswing. Balls hit softly will not travel as far as those hit with more pace. The Wii™ Remote really lets you "feel" your way as you send the ball to the cup. You need to be smooth, as you can push or pull the putt by twisting the Wii™ Remote.



The Precision Putting meter in action.

The Precision Putting meter is broken down into four sections, with each one equating to 25 percent of your total putting power (remember with Precision Putting, you carry a single putter). So to hit a 50 percent putt, bring the remote back until the marker is in the middle of the meter and swing with a smooth tempo. The Classic Putting option is still available to you if you want to use that. However, after using the Wii™ Precision Putting, we will never go back.

### TIP

Be sure to take advantage of the Practice swing when playing on the Wii™. Press and hold **Ⓐ** and **Ⓑ** while swinging to take a Practice swing. After the swing, you can see the power percentage that you use. This can help you perfect the exact movement you need to use your desired swing power. This technique takes all the guesswork out of partial swings.

### Golf Party

What would a Wii™ game be without a Party Mode? *Tiger Woods PGA TOUR 10* makes sure that you and your friends can get in some fast and furious golf fun with just a moment's notice. Up to four players can get in on the action you play 5, 10, or 15 different events. Winning events earns points which will move your golfer closer to "the cup." The player who earns the most points and is first to reach the cup wins.



Players receive a ranking based on how they score in each event. Players will also be able to putt for Modifiers following each event. Players can also earn Battle Ball Tokens on this screen.

**First place = 1000 points**

**Second place = 850 points**

**Third place = 640 points**

**Fourth Place = 500 points**

A Ball Battle is like playing a game of “Tug-of-War” with the ball while it is in flight. Ball Battles can be triggered by any player immediately after the ball has been hit. Triggering a Ball Battle will cost the player one token. All players compete in a Ball Battle. To trigger a Ball Battle, press the **A** and **B** buttons simultaneously. Then point your Wii™ Remote at the ball and press and hold the **B** button to “grab” the ball. The ball will glow with your player color showing that you have control. Flick the ball in any direction and let go of the **B** button.

## Events

Players can choose from the following events in Golf Party mode:

**Ball Juggling**—Keep all of the balls in the air as long as you can. Look out for bonuses, but don’t get too greedy.

**Range Cart Showdown**—Speed around the range and gather as many balls as possible. Use Turbo boosts to avoid collisions and knock balls loose from your opponent’s cart.

**Speed Golf**—Hole out as quickly as you can in this three-hole round of golf. Your score doesn’t matter, just get it in the hole as fast as possible.

**Connect**—Battle your friends for control of the board! Flip two targets in the same row or column and connect all the targets between them. The player who owns the most targets when the board is complete wins.

**Speed Connect**—Complete the pattern by hitting each of the targets highlighted on the game board. Do it before the clock runs out to earn a huge bonus. Score bullseyes to rack up points.

**Shooting Gallery**—You get unlimited shots to smash as many targets as possible.



Taking aim in the Shooting Gallery.

**Long Drive Challenge**—You have three attempts to blast the ball down the fairway. Keep the ball on the fairway to avoid penalties. The player with the highest yardage total is the winner.

**Closest to the Pin**—Hit three approach shots and try to land the ball in the cup. The player with the closest approach after three shots wins.

**Target**—There are a total of 15 targets to choose from. Bullseyes are worth the most points. Whichever player has the most total points is the winner.

**Capture the Flag**—Land a shot on any target and it’s now yours. Targets can be stolen if you can hit a ring closer to the bullseye. Hit the bullseye and you lock down the target. The longer you own a target, the more points you earn.

**Rings**—Play three holes of stroke play with a twist. Multi-colored rings are crucial to success so guide each shot through them. This is a good time to spend a Ball Battle token to defeat your opponent.

**Disc Golf**—Play two random holes of disc golf. Least number of throws wins after the second hole wins.

**Disc Toss**—Score points by tossing discs into specially placed baskets. Whoever has the most points when the discs are gone is the winner.

**Speed Putting**—Sink as many putts as possible before time runs out.

**Mini-Putt**—Play three wicked holes on a unique Miniature Golf course. You’ll experience tremendous breaks and slopes as you try to hole out the putt.



## TIGER WOODS PGA TOUR 10 Wii™ STRATEGIES

### Disc Golf Introduction

Disc golf is played much like traditional golf. Instead of a ball and clubs, however, players use a flying disc. The sport was formalized in the 1970s, and shares with “ball golf” the object of completing each hole in the fewest number of strokes (or, in the case of disc golf, fewest number of throws). A golf disc is thrown from a tee area to a target which is the “hole.” The hole can be one of a number of disc golf targets; the most common is an elevated metal basket. On the Nintendo Wii™, you can play disc golf on modified versions of all 27 courses.

### Controls

The controls for disc golf are fairly simple. To pick up your disc, point at it with the Wii™ Remote and hold the **Ⓢ** button. To throw the disc, continue holding **Ⓢ** as you bring the disc across your body. Now swing it forward, releasing the **B** button in the direction you would like the disc to go (just like throwing a real disc).

#### NOTE

A smooth, easy motion is all you need to send the disc on its way. Be sure to keep the remote level for a straight shot.

To throw an Angled Shot, point the tip of your Wii™ Remote up or down. Your disc’s flight path will curve to match the angle you are holding it. Be sure to maintain the angle throughout your throwing motion for best results.



Up to 4 players can play disc golf.

#### CAUTION

The Wind can affect your disc’s trajectory.

### Hazards

Hazards in disc golf work similarly to that in real golf, but with a few notable exceptions.

**Out of Bounds**—If your disc goes out of bounds, your next shot will be taken from the spot of your original throw. You will also incur a one stroke penalty.

**Bunkers**—If your disc flies into a bunker, your next shot must be taken from that bunker. In addition, you will receive a one stroke penalty.

**Cart Paths**—If your disc comes to rest on a cart path, your next shot will be from that spot, but you will receive a one stroke penalty.

#### DISC GOLF SCORING

Disc golf is scored just like real golf, except that your target is typically a basket on a pole instead of a cup in a hole.

**Hole in One**—Make a basket on the first throw

**Eagle**—Two throws under par

**Birdie**—One throw under par

**Par**—Even par

**Bogey**—One throw over par

**Double Bogey**—Two throws over par

**Triple Bogey**—Three throws over par

### Quick Tips and Strategies

You can tap the **Ⓢ** button to view the power percentage required for your next shot. Adjust how hard you swing the remote as necessary.

Use an angled throw to navigate your way around obstacles.

Hit **Ⓢ** button to try a practice swing. Work on getting the trajectory and shot power that you desire. Once you have the motion for that particular shot worked out, you can exit practice mode and take a real throw.

Check your elevation relative to the basket before you throw the disc. A downhill throw will require a lighter touch and less velocity.

You have 3 “clubs” to choose from. These clubs each have a different maximum distance as follows:

**Driver** = 150 yards

**Mid-Range** = 75 yards

**Putter** = 20 yards



# Building the Ultimate Golfer



Dominating the golf course while in control of Tiger Woods can be a great deal of fun, but if you want to explore the full range of options available in the game, sooner or later you need to create your own golfer. In this section of the guide, we will take a look at how you can create your own player, outfit him at the pro shop, and go to work improving his or her skills.

## Player Creation

Launching your career as a PGA TOUR® golfer is much simpler in *Tiger Woods PGA TOUR 10* than it is in real life. You'll begin by choosing your gender, nickname, and whether you wish to be a right- or left-handed golfer. Step two is determining your player's appearance. You have several options here, including uploading digital photos of yourself to [www.easportsworld.com/tigerwoods](http://www.easportsworld.com/tigerwoods), or using your Xbox LIVE Vision camera. You can tweak everything from your hairstyle to whether you have a mole on your forehead. Have fun, but don't worry too much about getting your look just right. You can change your appearance at any time.



**You have complete control over your player's appearance.**

After you have finished with your new look, Hank Haney will take over and lead you through four different drills to determine your basic skills. You'll take a drive to determine your power rating, hit an approach for accuracy, work the ball in from close range for your short game rating, and finish things off with a putt. If you are not playing Tour Pro difficulty, be sure to use the Power Boost to get your drive down the fairway as far as possible. Not matter how good you are, you are still going to end up with skills in the 2.5 to 4.0 range to start with.

## BUILDING THE ULTIMATE GOLFER

### My Skills

Each player in *Tiger Woods PGA TOUR 10* is rated in four different categories: Power, Accuracy, Short Game and Putting. Let's take a quick look at each of these ratings and how they affect gameplay.



We had better get to work on our putting.

**Power**—This attribute defines how far you can drive the ball. Power increases as you improve your average distance off the tee with a driver. You have to be accurate as well as your rating is also determined by your Fairways in Regulation Percentage (FIR%). Hit it long and straight to see this rating increase.

**Accuracy**—This attribute defines how precise your swing is. High Accuracy will make it easier to hit the ball straight. Accuracy increases as your Greens in Regulation (GIR%) and Closing Percentages increase. Closing Percentage is your average pin distance from shots over 100 yards. Get close to the pin so you can hole out quickly to increase your Closing Percentage.

**Short Game**—This attribute affects your skills in bunkers and in the rough. The higher this rating is, the easier it is to get out of trouble. Your Short Game rating increases as you improve your average distance to the pin from shots within 100 yards.

**Putting**—This attribute affects your abilities on the green. Increasing Putting will enable you to sink more putts. Putting increases as your Putts Per Green average decreases. Take your time and sink your putts to increase this skill.

### NOTE

Certain items from the Pro Shop can give you a permanent attribute bonus. You can receive a maximum boost of +2.0 on any skill. Equipping two items that have 2.0 boosts in the same attribute will not result in a +4.0 boost.

### Pro Shop

You can visit the Pro Shop to change your player's clothing, hat, shoes, accessories, and equipment. In addition to being able to achieve just about any look possible on the golf course (including wearing a ninja suit), you can equip your player with items that provide skill attribute boosts. Items can be unlocked through winning tournaments, defeating opponents in Tournament Challenge mode, and achieving game completion milestones.



Expert level drivers can be tuned more.

We've included a list of most powerful items that are new to the game at the end of the guide. If you are in a hurry to acquire a specific item, you can download them as Premium Content. There are times when it is worth a little bit of an investment to get that +2.0 Power boost pair of pants. There are over 2,000 items in the Pro Shop, so finding exactly what you want can be tricky. Fortunately EA SPORTS included a Filter feature so that you can narrow down your searches more specifically.

### Club Tuner

Once your player has been outfitted at the Pro Shop, it's time to tweak his gear for optimum performance. You can play with your created golfer using his default equipment and settings, but if you really want to take your golf game to the next level, you need to use the Club Tuner. The Club Tuner allows you to dial in your equipment so that it works for your style of play. Tuning your club allows you to adjust your Power, Workability, Loft, Spin, and Bias. You tune clubs in groups: driver, woods, irons, and wedges. There are four levels of club that you can purchase in the Pro Shop: Beginner, Intermediate, Advanced, and Expert. Expert-level clubs can be tuned the most. Beginner clubs give you a smaller range of numbers to play with.



Adding more potential for draw or fade.

**Power**—Adjusting your power allows you to get more distance out of your clubs. The sacrifice you make is that increasing Power decreases your sweetspot. A smaller sweetspot requires you to be more precise with your swing in order to get an accurate stroke.

**Workability**—Changing your Workability enables you to get more draw or fade on the ball. If you are playing on a course like Bethpage which is full of doglegs, you might want to increase the Workability of your club so you can shape your shots around the corners. If you are playing on a pretty straight course, you can lower the Workability and get a larger sweetspot.

**Loft**—Changing the Loft on a club will cause the ball flight to change higher or lower. Increasing Loft can be good on courses that have a number of trees that prevent you from shortcutting doglegs. You will lose some distance when you increase Loft. Conversely, if you are playing on a course like Pebble Beach where the wind is always whipping about, you might want to decrease the club's loft to decrease the impact of the wind on your game.

**Spin**—This setting is usually pretty good as it is, but there are circumstances where you will want to adjust the Spin rating of the club. If you are playing on fast greens, you might want to take some spin out of the club so the ball doesn't roll off the back of the green.

**Bias**—If your stroke has some natural fade or draw too it, you can take this out by adjusting the Bias of your club. This typically isn't a major problem, as with practice you can straighten out your stroke pretty easily. However, if you are trying to mimic the natural shot shape of your favorite pro golfer, then you can adjust the Bias to match.

After you have tweaked the settings for your club, it's time to take some swings. You can switch to any club within the set that you are tuning. So if you are tuning your irons, you can hit from the 1-iron all the way down to your 9-iron. Even though you can hit every club in the irons set, you can't tune a specific iron. Any tuning changes you make will affect all of the clubs in the set.

There are two swing options for the Club Tuner—Single Shot and Rapid Fire. Single Shot mode will cause the camera to follow your ball much like it does during a normal round of golf. This mode is useful when you want to see how the Spin setting of your club is affecting your ball. If you are looking to work on your timing and precision with the Shot Stick and see if you have a large enough sweetspot to be accurate, use Rapid Fire. You can hit balls pretty much as fast as you can swing the club.



Rapid Fire shot mode.

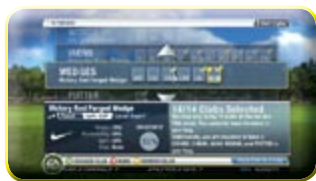
In Rapid Fire mode, your ball trail will show as either green, yellow, or red. Green means you have hit a great shot, yellow means you have hit an average shot, and red refers to a poor shot. Take 10 to 20 swings and then let your coach, Hank Haney, review your results and make recommendations. You can see how many of each shot quality you hit as well as the average distance for that swing session. You should retune your clubs any time your skill attributes go up by a full point. In addition, if you equip a new driver, iron, or wedge in the Pro Shop, you will need to tune those new clubs as well.

Before you leave the Club Tuner, take a look at every club you have and write down the maximum yards for each one. You will need this information when you move on to choosing clubs for your bag.

## BUILDING THE ULTIMATE GOLFER

### In the Bag

You may only bring 14 clubs to the tee at a PGA event. You are required to carry a driver, 5-iron, sand wedge, and putter. You get to pick the other 10 clubs. The game will typically default to driver, 3-wood, 5-wood, 3-iron through 9-iron, PW, SW, LW, and a putter. There are certain courses where a slightly different set of clubs might be more helpful. Take out the paper where you wrote the maximum yardages for each club (in Club Tuner mode). You are looking for clubs that have really small gaps in between them (5 to 7 yards).



**You only can carry 14 clubs to the course.**

For our golfer, we have a 5-iron that can hit 171 yards, a 6-iron that can hit 165 yards, and 7-iron that can hit 156 yards. There is only a 6-yard gap between the 5-iron and the 6-iron. We can drop the 6-iron, and just angle the club face back when we hit the 5-iron if we need to hit around 165 yards. This frees up a slot to pick up another wedge. The HLW (high low wedge) is a nice choice if you find yourself having to hit a lot of partial power shots to the green. For our golfer, the HLW carries about 67 yards. Another option would be to pick up an approach wedge (AW). Our golfer can hit this club about 126 yards. Considering that our sand wedge hits 110 yards and our 9-iron goes 138 yards, an approach wedge would help close this gap in our clubs. We might even drop our 5-wood to pick up the approach wedge and HLW. You typically only hit the 5-wood when trying to reach a green in two shots on a par 5. Even if you can get the ball there, it's pretty hard to get the ball to stick on the green.

### TIP

You can purchase multiple sets of irons, wedges, and drivers from the Pro Shop. Consider tuning one set of drivers with increased Workability, one set with increased Loft, and one standard set. This way you can just switch drivers in your bag when you go to play these courses, instead of retuning the same club again and again.

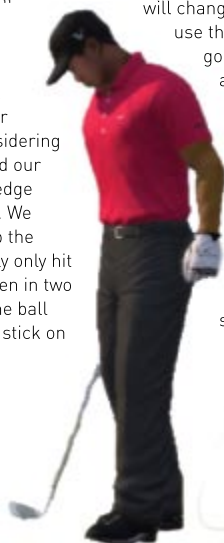
### Increasing Your Skills

You should begin your golfer's career by playing a couple of rounds of Traditional Stroke Play. This will help you get a feel for your player's abilities and earn some cash to purchase items at the Pro Shop.



**Earn cash for Close Approaches and GIRs.**

*Tiger Woods PGA TOUR 10* uses a Dynamic Ratings systems. You are, in a sense, only as good as your last round. After each round, your skill attributes will change based on how well you played. You'll use these new ratings for the next round of golf that you play. In addition, after you play a round, Hank Haney will give you up to four Custom Drills for the course that you just played. We highly recommend that you play these drills as they will give you attribute increases. Once you complete the drill, you will enter a bonus round called the Coach's Challenge. Succeeding in reaching the target will add time to the clock. You'll receive attribute bonuses for each successful shot.

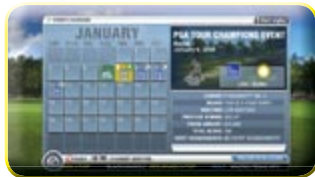






### Tournament Challenge passed!

Next, move on to the first couple of Tournament Challenges. You'll earn cash and unlock new courses and items for completing them. Depending on your difficulty settings, you might ready for tournament play. If you are playing on Beginner or Amateur levels, you can be pretty competitive on the PGA TOUR® relatively quickly. However, if you are playing on Pro or Tour Pro settings, you'll need to really increase your player's attribute levels before diving in. Trying to take on Tiger Woods and the rest of the CPU Pros with a Power rating of 5 is going to be frustrating for you. On easier levels, the CPU opponents are not as difficult to defeat, so you can take a shot before your ratings really max out. Good luck in your new career!



### Beginning your PGA TOUR® career.

## TIP

Be sure to take advantage of the option to play a Practice Round before each tournament event. Take lots of notes, especially on the more difficult holes. You'll play the round using the same settings (green speed, rough length, etc.) as the actual tournament.



## ELEVATING YOUR GAME

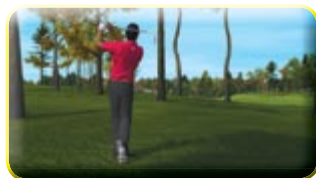
# Elevating Your Game



Now that you have mastered the basic controls of *Tiger Woods PGA TOUR 10*, it's time for you to take your game to the next level. In this section of the guide, we will take a look at how to deal with just about every type of situation and shot that you will face in the game. You'll learn how to make that perfect approach shot, conquer the weather, and putt like a tour professional. Let's start out by taking a look at the clubs in your bag.

## Short Irons

Short irons are your HLW through your 7-iron, covering a range from 20 yards to 160 yards. This large range should cover just about any shot you need to hit from close range. These clubs are very lofted to get the ball in the air and land them on the green with as little roll as possible. When you are hitting a short iron, you can feel confident in attacking the pin because you don't have to worry about the ball rolling too far when it touches down.



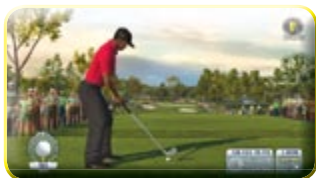
### TIP

When you address the ball, you can adjust the loft of your short irons to fill distance gaps between clubs. This will enable you to really dial in that approach shot. For example, if your 8-iron can't carry the green, but your 7-iron will go too far, then you have a real problem. Angle the club face back on your 7-iron to take some yardage out of the shot (by adding height and spin). You should be able to draw the ball back to the hole.



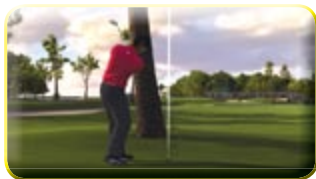
## Long Irons

The 6-iron though the 1-iron are considered your long irons. These clubs are typically brought into play when you have to make a long approach shot. Long irons are versatile clubs that can be used either from the tee box or the fairway. When stuck in deep rough, go with a long iron over one of your woods. The woods won't be able to dig the ball out of the rough. Long irons can be just as temperamental in the wind as woods. When the wind starts to pick up, look to use a punch shot with your long irons to keep the ball lower to the ground and out of the wind. You will lose some distance, but you will be able to hit more accurate shots. On long par 3s, give yourself some room for the ball to roll. The same thought comes in to play when you are attacking a par 5 as you try to reach the green in two.



## Fairway Woods

Fairway woods are come into play when you need to blast the ball down the fairway on long par 4s and par 5s. Woods are pretty easy to use in the fairway, but making good contact in the rough is difficult. When you are hitting your woods, be sure to keep an eye on the wind gauge. The ball flight of your woods is affected by the wind much the same way that your diver's flight is. Remember that your aiming circle shows where the ball is going to roll to after it bounces. If there are hazards near your target, be sure you have enough club to carry them in the air. When going for the green in two with a wood in your hand, you have to make sure that you leave yourself enough room for the ball to roll and still stay on the green. You can angle your club to add more loft, or take a little power out of your shot to take some distance out of the club.



### TIP

On hard and fast greens it is very difficult to get the ball to stay on the green. Aim for the fringe with your shot to take some bounce and spin out of your shot.

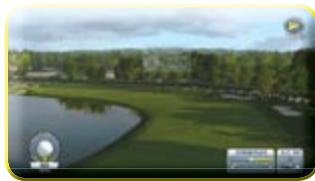
## ELEVATING YOUR GAME

### Hitting the Driver Playing Away from Trouble

There's nothing like standing at the tee box with your big stick in your hand. Before you just bomb it down the fairway, you need to take a note regarding the placement of any bunkers or rough that might come in to play. Always try to steer clear of bunkers by aiming away from them as much as possible. For example, if fairway bunkers line the entire left side of the fairway, approach this shot by aiming more toward the right side to make sure that your shot doesn't end up in the sand. Another obstacle that you need to factor in is wind. It's a good rule of thumb to always overcompensate a little bit into the wind just to make sure you stay in the fairway.

#### CAUTION

Be sure to read the tips in the Course Yardage section of the guide for the hole that you are playing. Many times the fairway has a strong slope that you will need to take into account when hitting your drive. For example, if the slope is from left to right, you'll want to aim to the left side of the fairway and let the ball roll back to the middle.



Watch the water on the left.

### Leaving a Full Shot

Longer isn't always better when it comes to driving off of the tee. When hitting short par 4s, you will want to calculate your yardage so that you leave yourself with a full shot into the green. Take the total yardage of the hole and subtract your driver distance. If the result is less than the hitting distance of your shortest club, then you will want to hit a wood or iron off the tee so that you have a full club's distance left. This will give you a much easier approach shot, as you won't have to hit a partial shot.

### Creating a Good Line to the Pin

Leaving yourself with a quality look at the pin is critical if you want to score low. When setting up your drive, look to position your target in an area that gives you a clear approach to the green. For example, on a hole with a curve down one side, you will want to hit a drive that lands on the other side of that fairway, so that bend doesn't alter your shot to the pin. Keep an eye out for trees that might provide potential problems as well.



Lined up for a full shot approach.

### Handling Doglegs

Doglegs, whether because of trees or sand, can usually be avoided by hitting a draw or fade off the tee. Draws cause the ball to curve from right to left (for right-handed golfers). Fades cause the ball to curve the opposite way—from left to right. You lose a little distance, but hitting a draw or fade will allow you to work the ball around a dogleg. When you are hitting around a tree line, you will want to add more loft to your driving by angling the club head back. This will help get the ball higher in the air, and make it easier to clear those dangerous trees.



Bypassing the dogleg.



## Adjusting for Wind

Nothing affects a drive more than wind. With the ball in the air for more than 300 yards, a 7- to 10-mph cross breeze can move a ball from one side of a fairway all the way to the other. Adjust by aiming into the direction of the wind if you want to drop the ball on the fairway. With the wind at your back, you can rip a shot straight down the middle of the fairway and watch the wind carry your ball for a monster drive. If you find the wind in your face, you can expect the ball not to travel as far. If you angle your driver slightly forward, you can cut some of the loft out of your shot and punch the ball through the wind.



You'll love driving with the wind at your back.



Compensating for a left to right breeze.

## Carry Distance Vs. Roll Distance

Remember, your aiming circle shows where the ball is expected to land and roll. You always want to make sure, when hitting a drive, that the ball is going to carry any nearby obstacles. When your target is just past a bunker, you may want to move your aiming circle and use a little bit of draw or fade to avoid hitting the ball in the hazard.



Can we carry the bunker?





## ELEVATING YOUR GAME

### Factoring in Elevation Changes

Any time you are hitting an approach shot to the green, whether it be off the tee on a par 3 or from the fairway, you need to be mindful of elevation changes to the flag. A downhill shot will carry farther than the aiming circle shows you. You may have to go down a club or two to make sure that you don't overshoot the green.

#### CAUTION

The aiming circle does not take into account elevation or wind. It shows you where the ball should land and roll, based on no wind and level surfaces.

When you find yourself below the flag, you may need to go with a longer club to be sure you can carry the ball to the green. Uphill shots also tend to bounce more. If you are hitting a long iron or fairway wood into the green, you can expect the ball to roll more than it would when firing to a level pin location. When you find yourself in one of those tricky spots where you are half a club too long or too short, angle your club face to dial in the distance. Angling it back takes some distance out, but adds backspin. Angling it forward will give the ball more forward spin.



The 3-iron might be too much club here.



You might have to club up to get home.

#### DETERMINING TRUE YARDAGE

Here is a general rule of thumb that you can use to help you determine which club to use for big elevation changes. Take the elevation change in feet and divide by 3. For an uphill shot, add this amount to the distance to the pin. For a downhill shot, subtract it. This should give you a good idea of the "true" yardage to the pin. Adjust your club choice accordingly.



## Playing in Bad Weather

### Dealing with Rain

The elements play a big part in golf, and *Tiger Woods PGA TOUR 10* models this to a T. Unless you always use the Calm weather setting, sooner or later rain is going to find you on the course. There are two types of rain in the game—Light and Steady. Light rain slows down the fairways and the greens a little. You can counter this by going up a club on your fairway shots. On the green, you will need to add power to your putts to make sure you hit the ball hard enough to get it to the hole. Typically, this means aiming past the hole (unless you are on very fast greens). When you find yourself in Steady rain, you will notice that your ball will hardly roll on the fairways. On the green, you will need to aim well past the hole to make sure that the ball has enough speed to part the water and make it to the cup.



Your putts will need more power in the rain.



Even downhill putts will need extra oomph!

When the rain starts falling, your next three greens are going to play progressively slower. After the third hole of steady rain, the greens will be fully soaked. They will play slow until it stops raining.

## Dealing with Wind

From 2-miles per hour breezes to 35-miles per hour gale force winds, one of the toughest challenges to overcome on a course is the wind. From tee to green, wind is the only factor that affects every shot you take. Every time you step up to the ball you need to check on the wind gauge located in the top-right corner of your screen. This gauge will give you wind speed and direction so that you can make the proper adjustments to your aim and club selection.



This 7-mph wind will still move your ball.

When the wind is blowing right to left or left to right, you must aim into the wind to keep the ball going straight. The harder the wind is blowing, the more you need to aim into the wind to counteract the cross breeze.



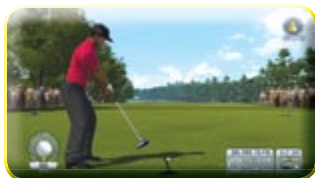
The ball won't move as much with diagonal winds.

## ELEVATING YOUR GAME



### Adjust your approach to factor in the wind.

When the wind is at your back, your shots are going to carry farther down the course than your aiming circle might show you. Make sure that you factor wind into your club choice for your next shot. A tailwind can help you hit a highlight reel drive down the fairway, but it can also cause you to miss the green long. Wind can carry your ball anywhere from 2 yards to 20, depending on how hard it's blowing. When the wind is coming right into your face, you will need to hit more club to carry the desired distance. You can reduce the angle of your club face to drive the ball through the wind.



Getting ready to grip it and rip it with a huge tailwind.



### Be careful on your approach shot with the same tailwind.

If the wind gauge is pointed at a 45-degree angle, your ball is going to drift in that direction. You won't get as much side to side movement as you would if the wind was blowing 90 degrees across your shot.

## TIP

When the wind is blowing harder than 8 mph in your face or at your back, hit more punch shots to keep the ball out of the wind. You also want to stay away from angling your club head back. This causes the ball to have more loft, and the wind will affect it more.





## Shot Making

It would be great if every shot in golf could be taken with the same full power swing. But that's not the case in real life or in *Tiger Woods PGA TOUR 10*. When your ball finds the fringe, sand, rough, or falls into a gap between clubs, you have to change up your shot type. Shot making is what separates average golfers from the true stars. It also separates bogeys from pars and birdies. Let's take a deeper look at the four main shot types that you can hit and how they can be used to shave strokes off of your score.

## Chipping

Chip shots are used only around the green from the rough or fringe. Chipping is the most accurate way to land the ball next to the pin when you are too close for a pitch, but too far for your putter. When you choose the chip shot type, a green grid will be displayed. Position your aiming circle to counter the break of the hole—look at the beads on the grid. Chip shots are greatly affected by any elevation changes, which are indicated by blue (downhill) or red (uphill) on the grid. When you are trying to add a little distance to your chip, you can either go down a club or tilt your club forward to push the ball out farther. To shorten your chip, change clubs or angle the club face back.



A 15-yard chip from the fringe.



Notice how the green slopes uphill to the left.

## Pitching

A great way to land the ball close to the pin from 50 yards out or less is to take a pitch shot. The pitch shot can only be used with wedges, but is very accurate and easy to hit. The amount of spin on the ball can be controlled by angling the ball forward or backward. This will cause the ball to stop short, or get a little bit more forward roll. Pitch shots don't get hit into the air that much, so the wind won't really factor into your shot. You do need to take note of the green speed because your pitch shot can quickly run past the hole if you over-hit the ball.



Pitch shots are money in the hands of an experienced player.



What's not to like about that shot?

## TIP

If you have a tall lip in front of your golfer that you have to clear, the pitch might not be the best choice. You need something with a higher trajectory.

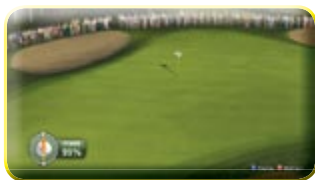
## ELEVATING YOUR GAME

### Flop Shots

Flop shot are high, soft-landing shots within 40 yards of the green. As they have little backspin, you can land flop shots with pinpoint accuracy. Flop shots are a great shot choice to use when you are in a pot bunker or are hitting onto a strongly elevated green. Because flop shots have limited spin and roll, they are a solid choice to use when playing on fast greens where pitch shots tend to get away from you. There is a downside to taking flop shots: Due to the highly lofted arc, the wind has a pronounced effect on the shot. Always move your aiming circle into the wind and adjust your shot power when using the flop shot.



We can use a flop shot to get over the sand.



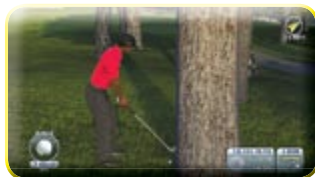
Looking good so far...



We are in perfect position for a tap in.

### Punch Shots

Punch shots are a low shots that can be used with any iron. You can break out the punch shot in many different situations. First, let's say that you have hit a horrible drive and are now stuck under a canopy of trees. A punch shot is the perfect technique for getting out from under the trees without hitting one. Second, as we mentioned before, punch shots are a good shot type to take in high winds. Finally, when you are around the green, punch shots can be used to bounce off of the rough in front of the green to slow down the roll, or you can run the ball up onto an open green to hit a back pin location. There is never any backspin on a punch shot, so always make sure that you land the ball in front of the hole and let it roll.



Use a punch shot to escape the trees.



A punch shot stays low to bite through the wind.





## Playing from Tricky Lies and Hazards

The ball doesn't always land in a way that gives you a perfect lie. Errant drives can find the rough, and even a perfect fairway strike can leave you with a sidehill lie. The pecking order of hazards in increasing difficulty is as follows: rough, bunker (sand trap), tall rough, and water. When you have several hazards to deal with, aim toward the lesser evil. Avoid water at all costs, as you will receive a stroke penalty. When you are near the green, you want to escape the hazard and get close to the hole. When you are off the fairway, you want to get back on the fairway and get the ball down the course. When you are in deep trouble, your goal should be just to get back in the fairway and give yourself a chance to make a good approach. In this section, we are going to give you some tips on how you can adjust your aim to deal with sidehill lies, and give you the tools you need to escape any hazard.

### Playing from Sidehill Lies

Not all fairways are flat. Often you will find that the ball has come to rest on the side of a slope. If the ball is above your feet, the shot will tend to curve to the left when you strike the ball (the opposite is true for left-handed golfers). When you have a ball that is below your feet you can expect for the ball to move from left to right when you strike it. You will need to aim in the opposite direction of the ball's movement to get it on target.



The ball is above our feet and will move from right to left.



We need to aim to the right to counteract the shape of the shot.

### Playing from the Rough

Playing from the rough is a part of golf sometimes. Even the greatest drivers in the world find the long stuff several times each round. In *Tiger Woods PGA TOUR 10* you are able to tell how good or bad your lie is by looking at the percentage number located at the screen's lower-left corner. That percentage represents how far the ball will go if you complete a perfect 100 percent swing. For example, if you are in a 70 to 79 percent lie, a perfect swing will result in a ball traveling 70 to 79 percent of the expected distance. Woods can be used in the rough, but we recommend against this. You rarely make good contact. Remember, it's not always the best thing to try to drive the ball as far as you can down the fairway. Sometimes safe is better than sorry. Don't put yourself into trouble that you have to dig yourself out of time and time again.



We are sunk in the deep stuff here.

### CAUTION

Always look for the shot out of the rough that gives you the most fairway or green to use. Don't try to jump over a bunker with a shot from the rough. Nine times out of ten you'll find the sand.

## ELEVATING YOUR GAME

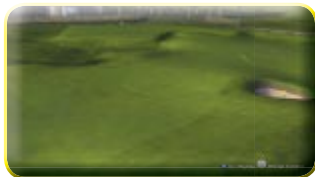
### Escaping Bunkers

Bunkers are tough because they kill your shot power and do tricky things to your club face. Determining how much power you need to put on the shot is a combination of math and some guesswork—you have to overpower the shot with a bigger club or stronger swing. If the lie is 85 to 90 percent, then you don't really need to pick up much club. However, if you are buried in a 50 percent lie, you are going to need to double the distance to your intended target to get the ball out of the bunker and near the hole.



**You can go for the green here.**

When you are stuck in a pot bunker (round, deep bunkers) it is very hard to get a clean shot. Clearing the front wall can be made easier with the use of a flop shot. Take note of the elevation before you hit the ball, because you may find the need to go up a club to get closer to the flag.



**Blasting out of a pot bunker can be a tough challenge.**

Fairway bunkers can be found lining fairways on most courses. You are going to have to look closely at the percentage that the ball is buried before you determine which club you are going to use. If you are far from the green, consider the possibility that the ball could veer left or right and fall short

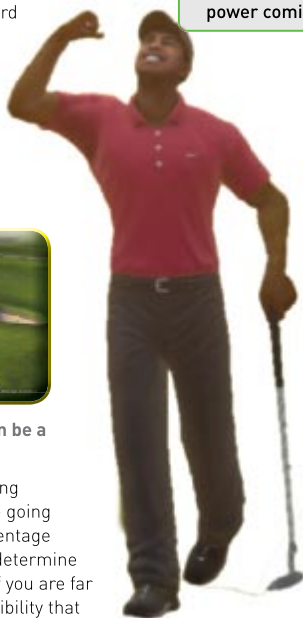
of the target. You want to be sure to give your shot a safe corridor to go through. That way if you hit a less-than-perfect shot, you won't be right back in another hazard.



**Be wary of the other bunkers near the green—play it safe.**

### TIP

Base your shot power out of the bunker on the lower number in the range. If the ball is 70 to 76 percent buried, then plan on it being hit around 70 to 73 percent. Judge how far the ball will go based on that number. Use Power Boost (not available in Tour Pro difficulty) to get more power coming out of the rough.





## Partial Swings and “Tweener” Distances

A “tweener” shot occurs when you have one club that isn’t long enough to reach the green, but the next club will sail the ball over the green. You can solve this problem two different ways. First, you can take your longer club and angle the club face back. This will add loft to the shot at the expense of distance. Lofted shots also will stop sooner after landing. This solution usually works to perfection—unless you are playing in high winds and don’t want the ball to get any higher in the air. When the wind is going to be a factor in your shot, you will want to take your longer club and use a partial swing. A partial swing is when you don’t take a full backswing before you swing through the ball. With less power behind your swing, your ball should not fly as far. Adjust your aiming circle and look at the percentage power shown on the heads-up display. Try to shorten your swing power by that same amount. If you are playing on any level besides Tour Pro, you can tweak the spin of the ball while it is in the air to adjust your shot mid-flight.



The 9-iron will carry too far.



You can angle the club head to remove distance and increase loft.



Or you can use a partial swing (80% in this case).



Either way, we’ll take this result every time.

### TIP

Use the Practice swing option to work out just how far back you need to bring the club to reach the desired partial shot power. When you take a Practice swing, the swing meter will show the shot power you used. Keep taking Practice swings until you have the power down pat. You can also jump into 3-Click Swing mode for a bit easier partial shot. This 3-Click Swing mode is available only in Beginner and Amateur difficulty levels.

## ELEVATING YOUR GAME

### Putting

With just a little bit of practice, you should become fairly proficient at getting the ball on the green in regulation. Putting is where you make your score. As the old saying goes, “you drive for show, but you putt for dough.” In this year’s game, EA SPORTS gives you two different methods for putting. We discussed these earlier in the guide in the “Game Options” section. As we dive deeper into putting, let’s take a quick look again at the new Precision Putting Meter.

The new Precision Putting Meter in *Tiger Woods PGA TOUR 10* adds a realistic single putter to your bag. You control the stroke and how hard the ball is struck. The stroke meter located next to your golfer shows you how far to bring your club back to make it to your cursor ▲. The Power Recommendation Bar has a yellow zone in it that is meant to help you swing to the optimal distance. If you can keep your putt stroke in the yellow you should have a great chance of landing the ball at the bottom of the cup. When you leave your stroke a little short, your ball will be struck light, and will tend to break more in line with the slope of the green and come up short. If you have too long of a stroke, the ball will carry too much speed and go right past the hole. The slower the ball is hit, the more it will curve in the direction of the slope. Faster putts will tend to power through the break more and produce a straighter shot, but can carry past the hole if hit too hard. Make sure that you are making a nice smooth back stroke and follow through. Any side-to-side jiggles will cause a mishit, and the ball will veer off from its original putting line.



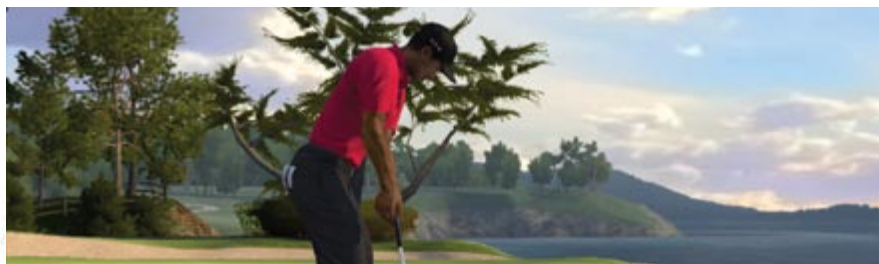
A perfectly struck putt.



We’ve got to put more power on the putt to get uphill.

### Reading the Green

Reading the putting green is one of the hardest parts of golf. Being able to calculate all of the data of the green and translate that into a well-struck putt is what separates Pro golfers from weekend duffers. In *Tiger Woods PGA TOUR 10*, the putting grid is highlighted in three different colors: green, blue, and red. Green grid lines show that the putting area is close to level, blue indicates a down slope, and red indicates an uphill slope. Down slopes will cause the ball to roll faster and farther, and up slopes will tend to slow the ball down before it can reach its target. With an up slope you are going to want to push your putting cursor past the hole to counter the slowness of the slope, and with down slope you might want to take a little off the putt to make sure the ball stops around the hole and doesn’t go racing past it and off the green.





Within each grid line, you will notice beads moving left to right as well as forward and backward. These beads indicate how much slope and break can be expected on your way to the hole. The faster that a bead is moving, the more of a break there is going to be on the ball in that direction. If the beads are traveling from left to right in front of you, then you are going to want to position your cursor to the left of the hole to counter the break of the green. On longer putts you have to factor in the direction and speed of the beads between you and the hole. If all of the beads are running in the same direction, then the putt is only going to break in one direction, and you just have to cancel out that break by putting against it. If the beads are running against each other from one segment of the grid to the next, then you need to determine which way the break is going to effect the ball more on its way to the cup. We determine this by counting how many beads are running one direction and how many are running in the other. Whichever direction has more beads running is the direction the ball will break. This strategy works if the beads are running at about the same speed. Remember that you only want to look at the beads in front of the hole, anything past the hole will have no affect on the putt to the hole (but keep an eye on these as a sharp downhill will take your ball if you overshoot the hole). The speed of the beads coming toward you, or away from you, indicates how much the green is breaking either uphill (beads flow away from you) or downhill (beads come toward you). On longer putts you will want to run the aiming cursor from your player all the way to the hole. Watch the elevation meter over your cursor to see if there are any humps or dips that might alter the speed of your putt.



A tricky downhill slope.



Going 1 foot uphill will require a lot more power.

## TIP

A good general rule of thumb for adjusting to slopes is to add a foot in distance to your putt for every inch of up slope, and subtract a foot for every inch of down slope.



## ELEVATING YOUR GAME

### Adjusting to Green Speed

When you are reading the putting surface, you always have to account for the speed of the greens that you are playing on. For example on slow or average greens, you have to give the ball more power to generate the speed needed to get the ball to the hole. Slopes affect slower greens much more due to the slower speeds of the ball. Now the opposite can be said for fast and very fast greens. The speed of the green can naturally carry a ball much farther with the same amount of power. We counter the green speeds by altering how firm we hit putts, by moving our aiming cursor in front of the hole or moving it past the hole. When moving your cursor, you will notice that it automatically moves the yellow bar down on your Power Recommendation Bar. Remember, the Power Recommendation Bar is reflecting the power needed to roll the ball to the spot you have set the aiming arrow to, based on a level surface. The Power Recommendation Bar does not take into account green elevation, green speed or green soak from rain.

### Adjusting for Weather

Putting can also be effected by the wind and rain just like any other shot. On longer putts, high winds can have a tendency to push the ball around a bit. If you find yourself with a long putt and strong side winds, you will want to aim a little against the wind. With that said, nothing changes the pace of a ball more on the green than rain. You have to counter rain by aiming past the hole in order to make sure that you give the ball enough power to make it to the cup. In Light rain look to hit the ball on average 20percent-30percent harder then normal, and in Steady rain putts need to be hit with 30percent-60percent more. As always, you must factor in the green speed, and the slope of the green. We would love to give you an easy-to-use formula for measuring the exact line and power needed for each type of putt, but there are just way too many variable that must be factored in. The absolute best advice we can give you is to be mindful of the factors that we have presented to you here and take lots and lots of practice putts. Try putts out on every type of green speed and weather condition. You'll get the hang of things quick enough.



More power is needed for a wet green.



Notice the ball leaving a trail of water behind it.



## AGGRESSIVE OR CONSERVATIVE?

### When to Go For the Hole

- When putting uphill
- When there is a lot of room past the hole
- When you have to sink a putt to win the hole
- When you are putting on slower greens
- When the green has little break

### When to Lag It Up

- When putting downhill
- When the hole is located near the fringe
- When you have a comfortable lead
- When putting on fast or very fast greens
- When putting on undulating greens



## Playing Percentage Golf

Playing percentage golf means thinking through every shot and looking at the risk/reward involved with your choice. No matter how good a golfer is, he or she can't be perfect every time. Even though it is easier to strike a perfect shot in a video game than in real life, you still have to be aware of what could happen if you make a mistake. Always allow for a realistic margin of victory and play a shot that is within your virtual golfer's ability range. Your overall goal is to find a flat lie with a good line to the green—there are times when you must sacrifice distance for safety's sake. You want to always be thinking one shot ahead, and position yourself for an easier next shot. When the hole flyby starts, pay attention to bunker locations and slopes on the fairway. With your driver in hand, choose the side of the fairway that is going to give you the best line of sight and the easiest shot to the green. Once on the fairway, use your aiming circle to gather information on for your next shot.

## SHOT CHECKLIST

1. Can I reach the green with my next shot? If not, where is the safest place to land on the fairway?
2. Are there any bunkers that I have to hit over, and do I have enough club to clear them?
3. Can I attack the pin location, or do I need to find a safe place to lay up on the green?
4. Where's the best place to position the ball on the green with regard to slopes and hazards?

## ELEVATING YOUR GAME

### On Course Examples

Now that we have some basics in mind, let's dive into a few examples of how you can read the course, work around hazards, and navigate difficult pin positions.



We have a tough approach shot to the green, requiring us to pull out the 5-wood. With bunkers short and left of the pin, our wood will not have any good surface to carry on. There's no way we are going to get the 220+ yards we need to reach the pin. This shot would be heading right for the bunker.



Instead we decide to aim to the front-right landing area. Now our approach shot can hit the fringe in front of the green and bounce up onto the putting surface.



Not the greatest approach, but we are on the green in regulation and have a chance to make something happen. We'll take a ball on the green over a ball in the sand.



On this hole we are stuck in the rough below the hole. Unless we get a lot of loft on the ball, it's going to bounce when it hits the green. Whatever we do, we don't want the ball running off the green.



As we take a look at our aiming circle, we notice that the green has a steep runoff to the right side. If the ball catches this downslope, we are in for a bunch of trouble. We decide to take aim to the left of the hole, where this isn't much chance of going off the edge.



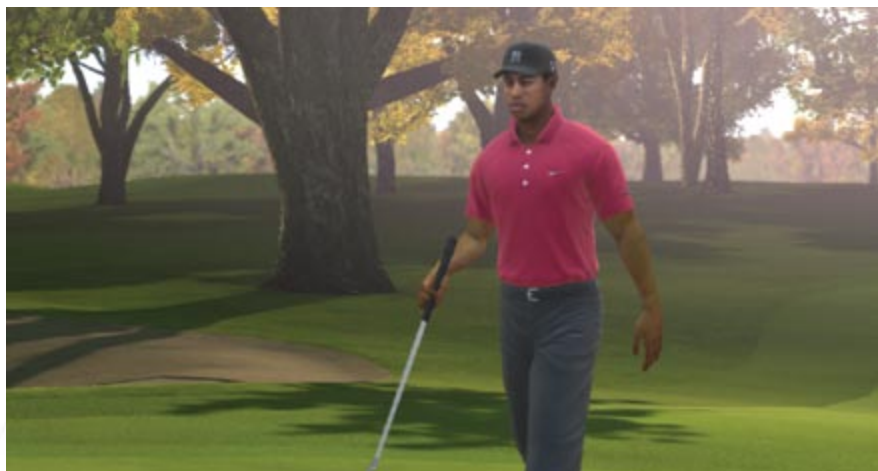
If we hit a monster drive, we could possibly reach the second piece of fairway (see our aiming circle). But let's take a look at this a bit more closely. If we don't hit it pure, then the ball is going to land short in the rough. Even if we do hit a perfect drive, we are going to be left with less than a full club on our approach shot.



The better option is to pull out one of your fairway woods and lay it up. Now we have an easy 7-iron shot and a clear view of the hole. We'll take a 7- to 9-iron approach all day long.



Our smart play gives us a great look at the approach. We drop the ball within a couple of feet of the pin, leaving us with an easy birdie putt.



## ELEVATING YOUR GAME

### Practice Drills

We know it sounds clichéd, but practice does make perfect—especially in the game of golf. If you want to excel at the game and be able to win tournaments at Tour Pro difficulty, then you have to work on all facets of your game. Take your created golfer into a Practice Round and work on your skills. Here are a couple of quick drill ideas to get you started:

**Downhill Putts**—Practice hitting downhill putts, but don't worry so much about whether the ball goes in. Focus on lagging the ball up to the hole and leaving yourself with a short putt. Don't miss long!

**The Perfect Putt**—Practice a putt from one spot. Move your aiming cursor around until you can swing anywhere in the yellow of your putting meter, and the ball will still go in the cup. Now you are dialed in. Move on and repeat.

**Driving**—Find a course with doglegs off of the tee box. Practice changing the loft on your driver until you can clear the trees of the dogleg. Work on your draws and fades as well.

**Around The Green**—Drop the ball 20 yards from the green, and try chip, pitch, flop, and punch shots. Practice

this drill until you find the shot that you feel the best with in each situation.

**Short Irons**—Drop the ball 140 yards out from the green. Practice using different clubs, with added or subtracted loft, to stick the ball on the green near the pin.

**Bunker Shots**—Place yourself in the worst bunkers you can find and practice hitting out of them. St Andrews has some great pot bunkers to test your skills.

**Fringe**—Try switching between putting, chipping, and pitching off the fringe from the same location.

**Rough**—Practice hitting balls out of fairway rough and landing the ball on the green.

**Partial Swings**—Practice hitting partial shots, and try to find where your 50 percent and 75 percent swings are and how far the ball goes on those shots.

**Links Golf**—Courses like St Andrews are a completely different experience than the other courses in the game. Work on your punch shot approaches, and practice putting from the huge greens you find there.





Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		



# Course Yardage



**Bay Hill Club & Lodge®**  
**Orlando, FL • Opened 1961 • Par 70**  
**6,673 yards • Architects Dick Wilson,**  
**Joe Lee (1961), Arnold Palmer (1989)**

The King's Course, Arnold Palmer proudly hosts one of the best and most exciting PGA TOUR® events here every year. Bay Hill was originally designed in 1961 by Dick Wilson and Joe Lee. In 1989, Arnold Palmer redesigned the course. The course features prominent bunkers with fairly large greens. Nine of the holes feature water, so accurate play is a must. Avoid the deep sand traps and you should be able to score well on this course. Finally, keep an eye on the weather as rainstorms can pop up quickly in the Central Florida area.



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
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## Bay Hill Club & Lodge®

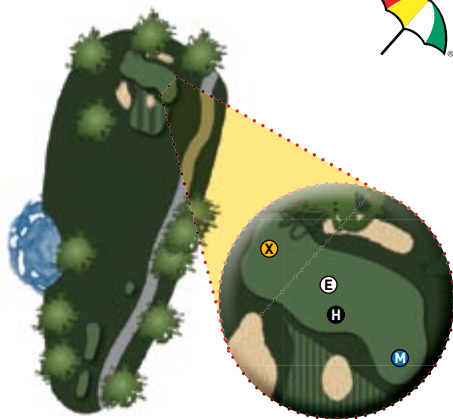


### #1 Bay Hill Club & Lodge

#### Par 4 - Handicap 3

A tough starting hole here at Arnie's place. Large bunkers to the right and trouble to the left await the first shot of the day. Favor the left center of the fairway for the best angle to the green. Avoid the greenside bunkers for an opportunity to make par.

○ 403 ● 414 ● 441



### #2 Bay Hill Club & Lodge

#### Par 3 - Handicap 11

This par 3 is traditionally one of the most difficult on the PGA TOUR. A mid-to-long iron is required to handle a hole with a green that slopes severely from right to left. Par here is a great score.

○ 177 ● 189 ● 218



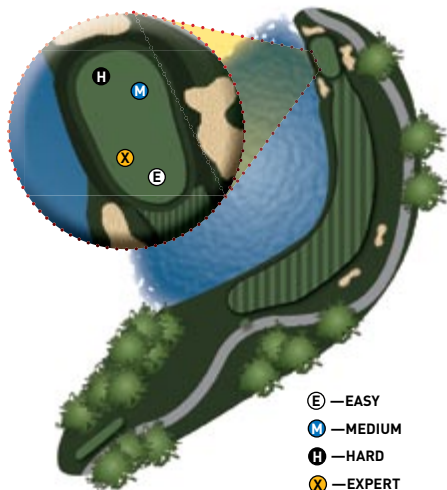
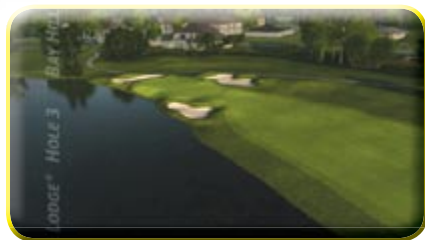
(E) —EASY  
 (M) —MEDIUM  
 (H) —HARD  
 (X) —EXPERT

Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses		Extras			
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

### #3 Bay Hill Club & Lodge Par 4 - Handicap 5

With water to the left and bunkers to the right, accuracy is a premium on this dogleg left. After safely negotiating the tee shot, you face a short to mid-iron approach to a green that is well protected by water and bunkers.

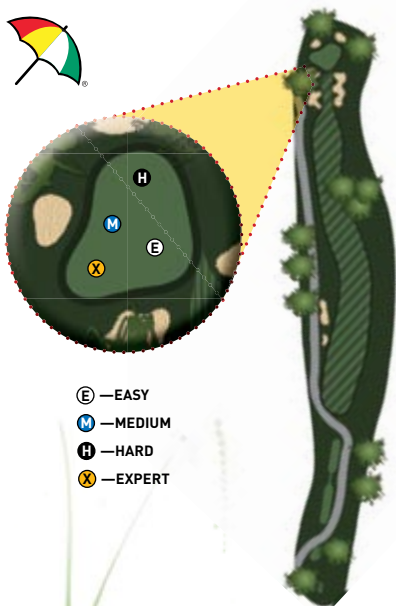
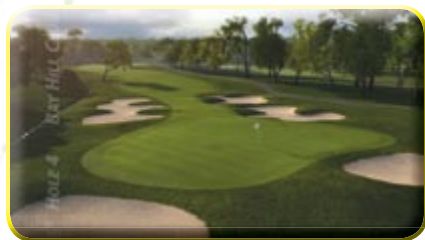
○ 354 ● 372 ● 395



### #4 Bay Hill Club & Lodge Par 4 - Handicap 15

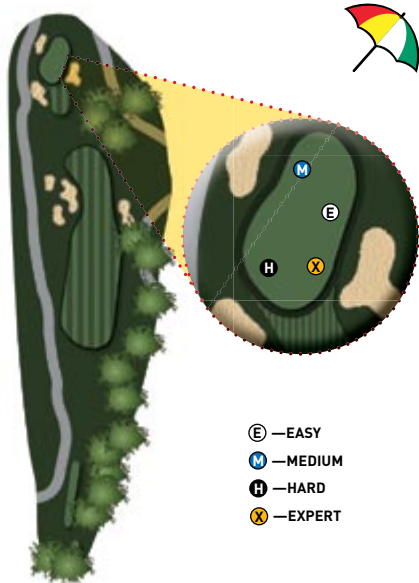
On this converted par 4, avoid the creek that meanders up the right side. Big hitters will have a definite advantage here if they can find the short grass. Check your yardages on the approach and avoid the bunkers that squeeze both sides of this two-tiered green.

○ 447 ● 495 ● 530



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
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Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

## Bay Hill Club & Lodge®



### #5 Bay Hill Club & Lodge

#### Par 4 - Handicap 13

You may opt to lay up short of the fairway bunkers from the tee on this short par 4. The longer the tee shot, the narrower the landing area. Approach the narrow, crowned green with caution as the greenside bunkers await errant shots.

○ 345 ● 355 ● 365

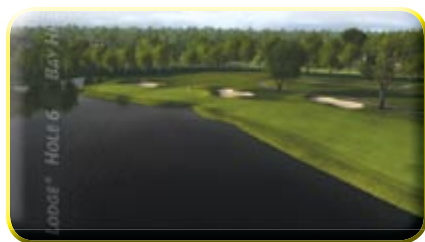


### #6 Bay Hill Club & Lodge

#### Par 5 - Handicap 9

On this beautiful, challenging par 5, you must stay out of the drink to avoid a big number at Bay Hill's number one handicap hole. Tee shots should be aimed toward the fairway bunkers. Be cautious with your approach as the fairway narrows in the landing area.

○ 484 ● 500 ● 543





Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
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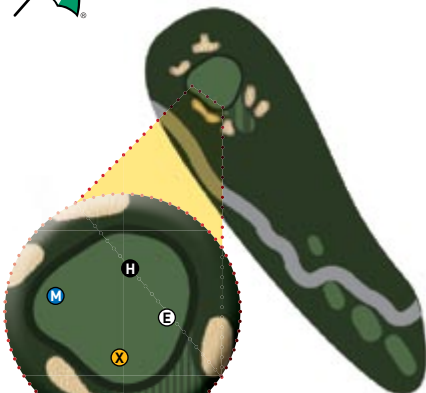
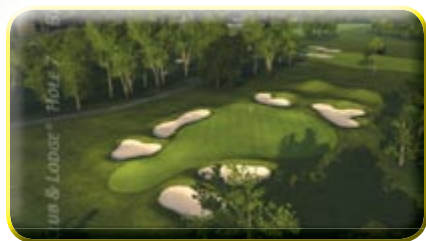


## #7 Bay Hill Club & Lodge

### Par 3 - Handicap 17

Bay Hill's shortest par 3 offers a two-tiered green well guarded by bunkers. Check the hole location as well as the wind before selecting your club.

○ 145 ● 167 ● 197



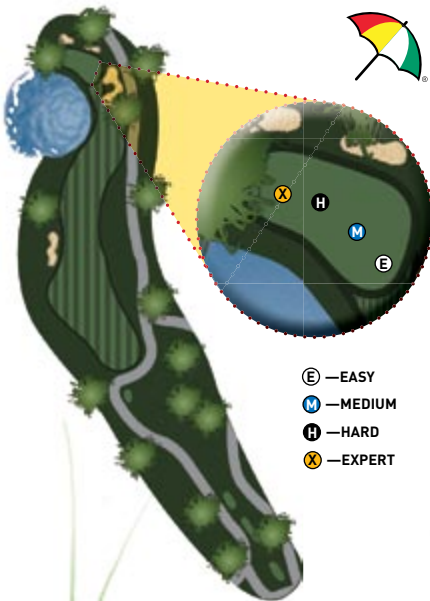
- (E) — EASY
- (M) — MEDIUM
- (H) — HARD
- (X) — EXPERT

## #8 Bay Hill Club & Lodge

### Par 4 - Handicap 7

This demanding hole requires a long, straight drive that avoids the trees to the right and a large fairway bunker to the left. Take half a club more on your approach to the shallow, elevated green. It is better to err long than short here.

○ 346 ● 378 ● 424



- (E) — EASY
- (M) — MEDIUM
- (H) — HARD
- (X) — EXPERT



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
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Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

## Bay Hill Club & Lodge®



- Ⓔ —EASY
- Ⓜ —MEDIUM
- ⓗ —HARD
- ⓧ —EXPERT

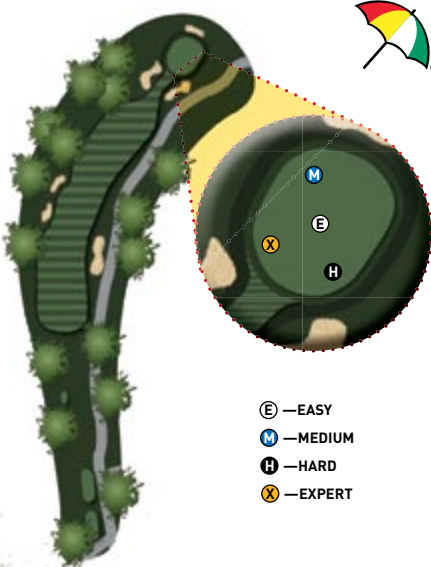
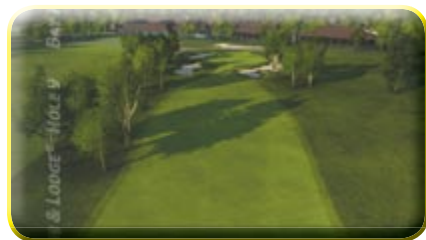


### #9 Bay Hill Club & Lodge

#### Par 4 - Handicap 1

To complete a good front nine, you have a battle ahead. This long par 4, the longest here at Bay Hill, requires two solid shots to reach one of the largest greens on the course. The two bunkers fronting the green require an accurate approach, so make sure you take enough club.

○ 405 ● 436 ● 467



- Ⓔ —EASY
- Ⓜ —MEDIUM
- ⓗ —HARD
- ⓧ —EXPERT



### #10 Bay Hill Club & Lodge

#### Par 4 - Handicap 12

The back nine starts with this relatively short par 4. Fairway bunkers pose a serious threat to an errant tee shot. Long hitters will be tempted to carry the bunker on the right. Take half a club more as you approach the slightly elevated, two-tiered green.

○ 358 ● 370 ● 400



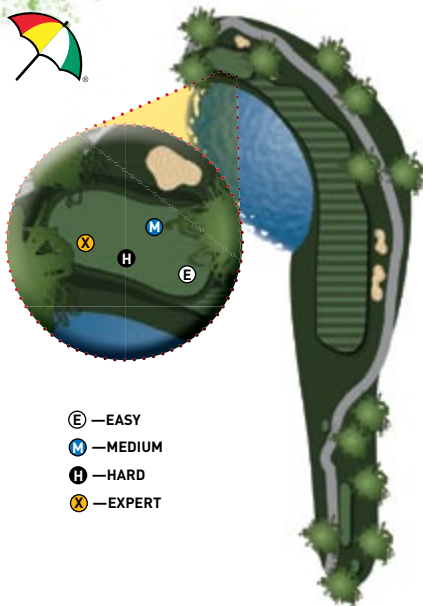
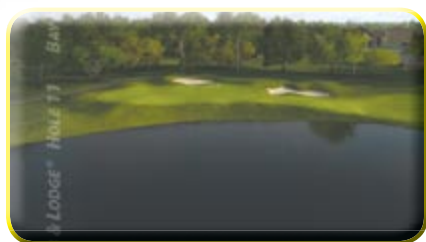
Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
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Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

## #11 Bay Hill Club & Lodge

### Par 4 - Handicap 2

It is crucial that your tee shot finds the fairway between the bunkers and the lake. You then face an uphill, forced carry to the green. It is better to be long than short here. Aiming for the center of the green is a smart play.

○ 385 ● 407 ● 428



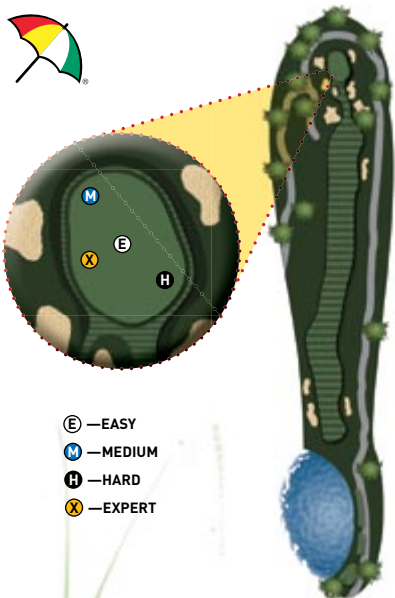
- E —EASY
- M —MEDIUM
- H —HARD
- X —EXPERT

## #12 Bay Hill Club & Lodge

### Par 5 - Handicap 10

This challenging hole is the longest of the par 5s and the second hardest hole on the course. Tee shots should favor the left side. Long hitters looking to get home in two should be mindful of a slew of greenside bunkers that are less than forgiving. A birdie is possible, but par is a good score.

○ 478 ● 525 ● 570



- E —EASY
- M —MEDIUM
- H —HARD
- X —EXPERT

Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
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Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

## Bay Hill Club & Lodge®



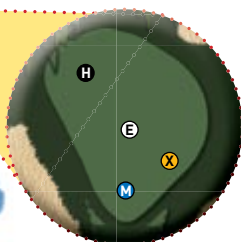
- Ⓔ —EASY
- Ⓜ —MEDIUM
- ⓗ —HARD
- ⓧ —EXPERT



### #13 Bay Hill Club & Lodge Par 4 - Handicap 6

Bay Hill's shortest par 4 requires a solid tee shot to the center of the fairway. A small pond protects a rather undulating green. Two good shots will be rewarded, but an errant approach shot could be disastrous.

○ 325 ● 342 ● 364



- Ⓔ —EASY
- Ⓜ —MEDIUM
- ⓗ —HARD
- ⓧ —EXPERT



### #14 Bay Hill Club & Lodge Par 3 - Handicap 16

This straightforward par 3 has a very undulating green—one of the most difficult on the course. If you avoid the four surrounding bunkers, you will have a good opportunity for a par. Check the wind and the yardage, then take enough club to reach the slightly elevated green.

○ 156 ● 177 ● 206



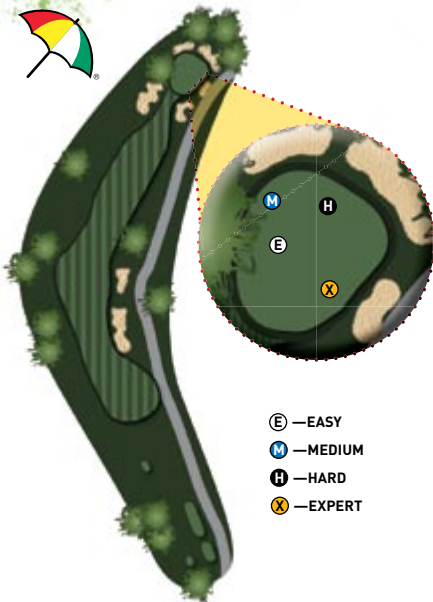
Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
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## #15 Bay Hill Club & Lodge

### Par 4 - Handicap 8

On this difficult par 4, your tee shot will determine your fate. You must avoid the bunkers and magnolias to find the narrow landing area. Play your approach to the center of the green to give you the best chance for a good score. This green is divided into four quadrants.

○ 403 ● 411 ● 425



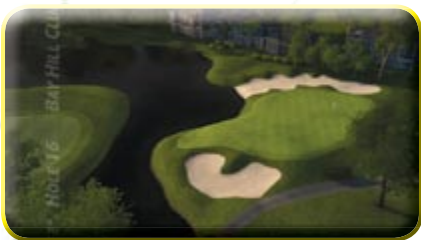
(E) —EASY  
 (M) —MEDIUM  
 (H) —HARD  
 (X) —EXPERT

## #16 Bay Hill Club & Lodge

### Par 4 - Handicap 18

Number 16 is the start of a 3-hole stretch to the clubhouse that rivals some of the best in golf. Favor the right side of the fairway off the tee. Then on your second, try not to think too much about the water fronting the green. If you do miss, make sure it's long and right. Par is a great score here.... Don't get careless or this will turn into a big number fast.

○ 426 ● 452 ● 481



(E) —EASY  
 (M) —MEDIUM  
 (H) —HARD  
 (X) —EXPERT



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
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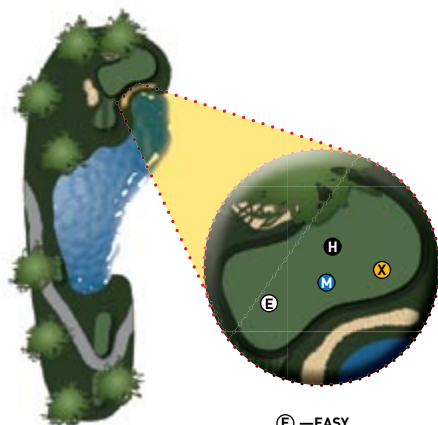
## Bay Hill Club & Lodge®



### #17 Bay Hill Club & Lodge Par 3 - Handicap 14

One of golf's most famous and difficult par 3s, this tenacious hole requires a well-struck tee shot to a table-top green. Correct club selection is essential, so check the yardages to carry the bunker and hazard that front the shallow green. That hazard also wraps around the green's right and back sides.

○ 170 ● 182 ● 219



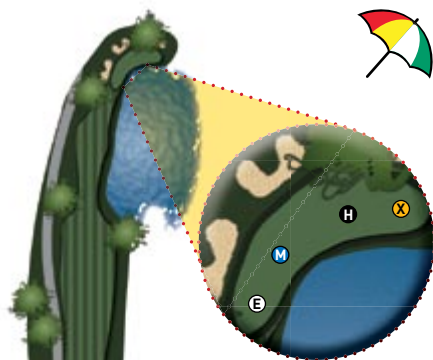
- Ⓔ —EASY
- Ⓜ —MEDIUM
- Ⓕ —HARD
- Ⓧ —EXPERT



### #18 Bay Hill Club & Lodge Par 4 - Handicap 4

Tee shots on this great finishing hole must find the fairway to give you a chance to get close in two. From the tee, favor the fairways left side. Then take enough club to carry the lake. Shots hit over or left of this green will find a bunker or heavy grass. Take a deep breath and fire away.

○ 391 ● 414 ● 441



- Ⓔ —EASY
- Ⓜ —MEDIUM
- Ⓕ —HARD
- Ⓧ —EXPERT





Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		



## Bethpage (Black)

**Farmingdale, NY • Opened 1936 • Par 70**  
**7,404 yards • Architects A. W. Tillinghast**  
**(original), Rees Jones (1995 redesign)**

The crown jewel of Bethpage, the Black Course has served host to the U.S. Open Championship and provides a world-class test for the most skillful player. Despite the flat terrain of Long Island, Bethpage features dramatic elevation changes. Not for the weak of heart, par is a daunting task at this course. In fact, Tiger Woods was the only player to break par in the 2002 U.S. Open at Bethpage. Be sure to look around on the third tee, you can get a great view of the course.



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses			Wii™ Exclusive Courses			Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

## Bethpage (Black)



### #1 Bethpage (Black)

#### Par 4 - Handicap 8

A modest dogleg right to start your round, but two accurate shots are needed to find a landing area flanked by trees and then the smallest green on the course. The front third of the putting surface is sloped sharply; approach shots with too much spin could back off the green.

○ 427 ● 429 ● 430



### #2 Bethpage (Black)

#### Par 4 - Handicap 16

The shortest par 4 is slightly downhill off the tee, then curves left between tree-lined ridges before rising to the green. The left side of the green drops away steeply, and hole locations at the front will bring into play particularly deep bunkers.

○ 354 ● 381 ● 389



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses		Extras			
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazettine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

## #3 Bethpage (Black)

### Par 3 - Handicap 18

The first par 3 is a long one and plays to a very shallow green. Distance control is key here, and players who can get the ball high and land it soft will have the advantage.

○ 158 ● 204 ● 230



- (E) —EASY
- (M) —MEDIUM
- (H) —HARD
- (X) —EXPERT

## #4 Bethpage (Black)

### Par 5 - Handicap 2

The most picturesque hole on the course, this par 5 plays downhill off the tee to a fairway that doglegs slightly to the left around a cluster of bunkers. Once in the fairway, the second shot plays back uphill if you decide to go for it in two. Either way, most players will be disappointed with a par here.

○ 461 ● 483 ● 517



- (E) —EASY
- (M) —MEDIUM
- (H) —HARD
- (X) —EXPERT

Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
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Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

## Bethpage (Black)



### #5 Bethpage (Black)

#### Par 4 - Handicap 4

The tee shot is a classic A. W. Tillinghast challenge: nearly 260 yards to carry the last of the massive cross-bunkers that hug the right side of the fairway. Best approached from the right, the green is relatively small and well bunkered, meaning the hole will yield few birdies.

○ 423 ● 457 ● 478



### #6 Bethpage (Black)

#### Par 4 - Handicap 10

Short hitters might want to lay up in front of the narrow opening guarded by bunkers, while long hitters can try to bomb it down the hill and hope to find a piece of the small fairway. The approach will likely be from an uneven lie to a small green guarded on three sides by sand.

○ 386 ● 394 ● 408





Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses		Extras			
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

## #7 Bethpage (Black)

### Par 4 - Handicap 6

One of the longest par 4s in U.S. Open history, the 7th normally plays as a par 5 and nearly 100 yards longer. Tall trees guarding the right side make it very difficult to cut the dogleg. The green is accessible on the left side but is guarded well on the right by a gigantic bunker.

○ 438 ● 473 ● 489

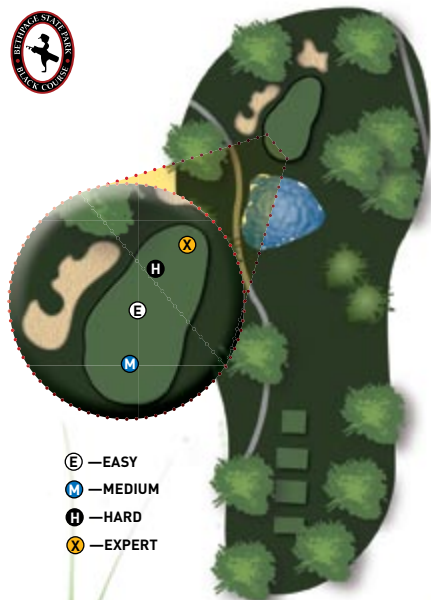


## #8 Bethpage (Black)

### Par 3 - Handicap 14

Another scenic view from an elevated tee looks down to a green guarded by a pond in front and large bunkers to the left and back. Pulling the right club will be the big challenge here.

○ 191 ● 193 ● 210





Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
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Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

## Bethpage (Black)

### #9 Bethpage (Black)

#### Par 4 - Handicap 12

This long dogleg left par 4 can be challenged by big hitters with a tee shot over the fingered bunker on the corner. If done successfully, a birdie is likely as a short second will be left to one of the larger greens on the course with bunkers surrounding the front.

○ 385 ● 429 ● 460



- (E) — EASY
- (M) — MEDIUM
- (H) — HARD
- (X) — EXPERT

### #10 Bethpage (Black)

#### Par 4 - Handicap 9

Number 10 runs parallel to the 11th and has a narrow fairway with a subtle dogleg to the left. It's guarded by bunkers on either side. Length with the driver here translates to a shorter second shot into a small green fronted by a swale and protected by several bunkers.

○ 434 ● 468 ● 502



- (E) — EASY
- (M) — MEDIUM
- (H) — HARD
- (X) — EXPERT

Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
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## #11 Bethpage (Black)

### Par 4 - Handicap 11

Like the 10th, the 11th hole also has a narrow fairway with bunkers on either side. And although it plays much shorter, the approach shot is to one of the most difficult greens on the course. It is sloped steeply from back to front, and anything hit over this green will leave a tough up and down for par.

○ 421 ● 418 ● 435



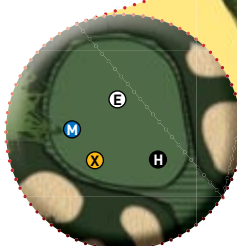
- E — EASY
- M — MEDIUM
- H — HARD
- X — EXPERT

## #12 Bethpage (Black)

### Par 4 - Handicap 7

Just a beast of a par 4, the 12th dog-legs sharply left with the fairway getting tighter toward the green. The cross-bunker shouldn't be an issue for most hitters and a right-to-left shot off the tee is ideal. The green is very large with multiple tiers and pronounced undulations.

○ 432 ● 466 ● 501



- E — EASY
- M — MEDIUM
- H — HARD
- X — EXPERT

Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
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## Bethpage (Black)



### #13 Bethpage (Black)

#### Par 5 - Handicap 3

The second and last par 5 may require three full swings into a prevailing wind. But if you do hope to get home in two, then favor the right side of the fairway off the tee. The green has a moderate slope from back to front, and the right greenside bunker is one of the deepest on the course.

○ 480 ● 551 ● 608



- E — EASY
- M — MEDIUM
- H — HARD
- X — EXPERT



### #14 Bethpage (Black)

#### Par 3 - Handicap 17

Possibly the easiest hole on the course, the 14th requires a short-iron to a large but undulating green with gaping bunkers guarding the front and right. The pin placement will be key here as well as your putter.

○ 152 ● 155 ● 161



- E — EASY
- M — MEDIUM
- H — HARD
- X — EXPERT

Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
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## #15 Bethpage (Black)

### Par 4 - Handicap 1

Number 15 is the most demanding hole at Bethpage and the most difficult green on the Black Course. The drive must find a tight fairway that doglegs slightly to the left, which leaves a tough, uphill approach to a two-tiered green that slopes severely from back-left to front-right.

○ 430 ● 455 ● 478



- —EASY
- —MEDIUM
- —HARD
- —EXPERT



## #16 Bethpage (Black)

### Par 4 - Handicap 5

Tee it high and let it fly from an elevated tee on this par 4. The left side provides the best angle for your approach shot, while deep and foreboding bunkers are in front and beside a green that slopes away and from right to left.

○ 457 ● 461 ● 490



- —EASY
- —MEDIUM
- —HARD
- —EXPERT





Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

## Bethpage (Black)

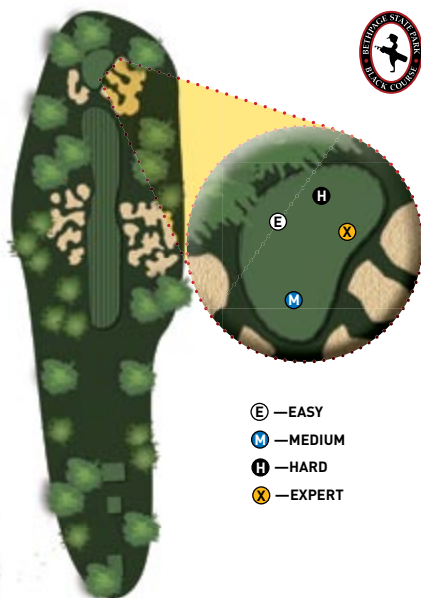


## #17 Bethpage (Black)

### Par 3 - Handicap 13

The last par 3 plays to a green shaped like a kidney bean that is surrounded by bunkers. A ridge bisects the undulating green, with the right side playing as a shorter but shallower target.

○ 195 ● 195 ● 207



## #18 Bethpage (Black)

### Par 4 - Handicap 15

This great finishing hole plays downhill to a fairway squeezed in at the middle as it passes between enormous clusters of bunkers. The second shot looks back uphill to a green that slopes gently from the back, and is sheltered by a trap on the left and a giant fingered trap on the right.

○ 360 ● 394 ● 411





Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses			Wii™ Exclusive Courses			Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		



## Doral Golf Resort & Spa®

Miami, FL • Opened 1962 • Par 72 • 7,288 yards

Architect Dick Wilson

The Blue Monster Course at Doral Golf Resort & Spa in Miami opened in 1962, and has hosted prestigious PGA TOUR® events for more than 40 years. At 7,228 yards from the black tees, and with a series of strategically placed bunkers, both length and finesse are needed to score well on this historic course. The Blue Monster features long fairways, undulating greens, and a unique assortment of water hazards. The famous 18th hole, with its signature fountain, is one of the top holes in the world.



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses		Extras			
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

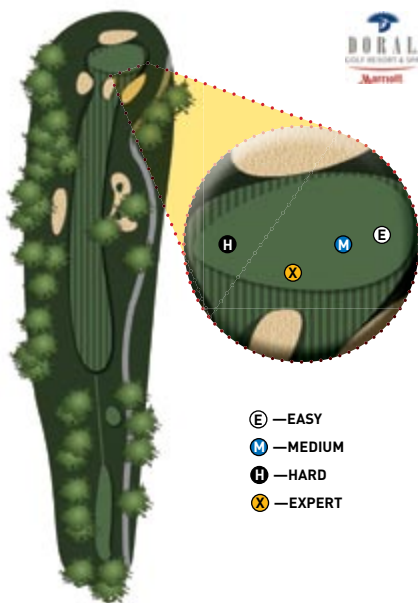
## Doral Golf Resort & Spa



### #1 Doral Golf Resort & Spa Par 5 - Handicap 11

Many of the PGA TOUR players will be able to reach this wide flat green in two shots and get off to a hot start. The fairway has been widened to 26 yards. However, with trees planted in both the left- and right-side roughs, an errant tee shot will be punished.

○ 481 ● 504 ● 529



### #2 Doral Golf Resort & Spa Par 4 - Handicap 17

This is another good birdie hole. Numerous past winners have taken advantage of the two relatively easy opening holes. You will see many of the pros teeing off with an iron here. The fairway narrows to 24 yards between the fairway bunkers, and the right fairway bunker has three grass islands, a trademark of the original Dick Wilson design.

○ 321 ● 346 ● 376



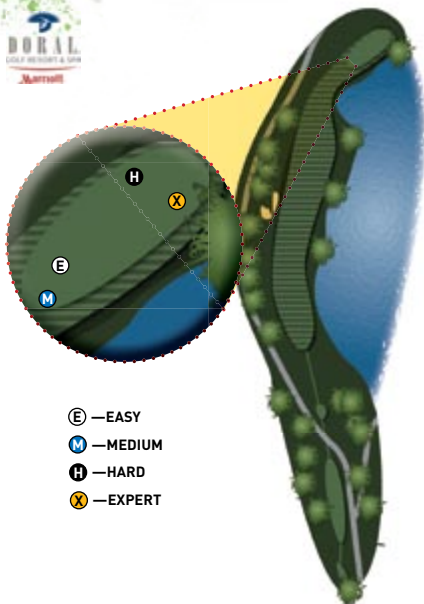
Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

## #3 Doral Golf Resort & Spa

### Par 4 - Handicap 1

Time to get serious. The third hole may now be the most difficult driving hole on the Blue Monster. The short driving zone has been narrowed considerably. A miss to the right will find the lake, while a miss to the left will find deep Bermuda rough or the tough fairway bunker. A sharp slope off the left side of the green will bring extremely difficult recovery shots.

○ 357 ● 382 ● 438



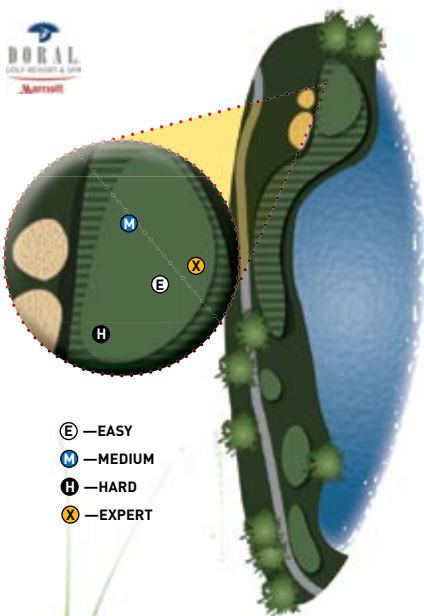
- —EASY
- —MEDIUM
- —HARD
- —EXPERT

## #4 Doral Golf Resort & Spa

### Par 3 - Handicap 3

This is the hardest par 3 on the golf course even though the 13th hole is 10 yards longer. A ball can now bounce onto the green; however, any slight miss to the right will be water-bound.

○ 184 ● 215 ● 236

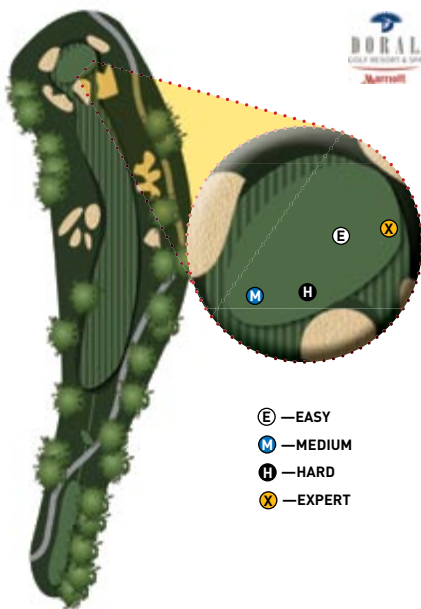


- —EASY
- —MEDIUM
- —HARD
- —EXPERT



Intro/New Features		Game Modes	Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses			Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont	
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)	

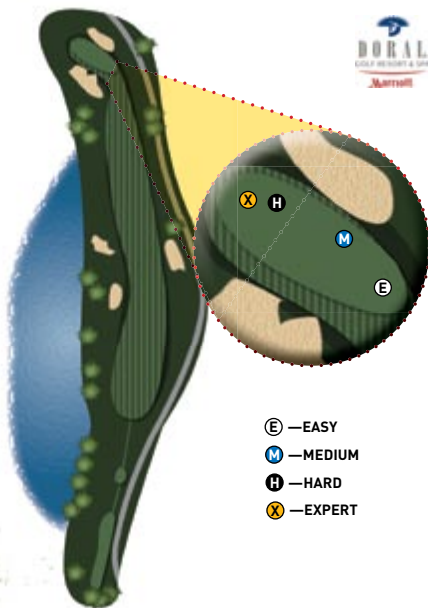
## Doral Golf Resort & Spa



### #5 Doral Golf Resort & Spa Par 4 - Handicap 13

The gigantic bunker on the left side has four small bunkers pitched into the hillside. The drive is to a narrow and defined area. The second shot goes into a beautifully bunkered green that will set up for a birdie if you drive it long and in the fairway.

○ 342 ● 367 ● 394



### #6 Doral Golf Resort & Spa Par 4 - Handicap 5

The long, narrow fairway on the 6th hole creates a very tight driving area. The green is long and narrow, which leaves a great area for back-left corner pin placements.

○ 390 ● 415 ● 442

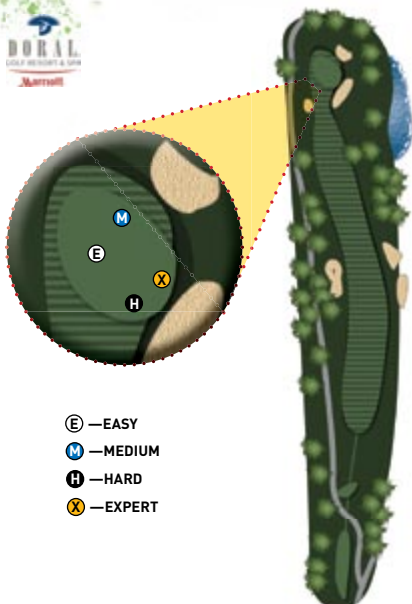


Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

## #7 Doral Golf Resort & Spa Par 4 - Handicap 9

Off the tee, players will find five palm trees at the corner of the dogleg. A drive right or through the fairway could end up behind the palm trees. The big, circular green slopes down to the left and into a chipping area.

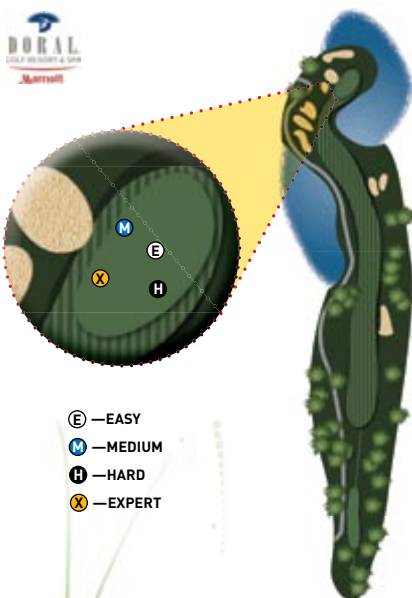
○ 387 ● 407 ● 428



## #8 Doral Golf Resort & Spa Par 5 - Handicap 7

A player stepping on the 8th tee will see a lake that is in play for the long hitters. Numerous palm trees are placed over the bunker on the right side, and will punish any bailout to the right. Many of the players will be going for the green in two, but it will require a long, accurate drive that is usually into the winter southwest wind.

○ 475 ● 502 ● 563





Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

## Doral Golf Resort & Spa

### #9 Doral Golf Resort & Spa

#### Par 3 - Handicap 15

The 9th hole is the shortest of the par 3s at Doral, but almost always plays into the wind or into a crossing left-to-right wind. It is important for the player to leave the ball under the hole so he can make an aggressive putt.

○ 144 ● 158 ● 169



- —EASY
- —MEDIUM
- —HARD
- —EXPERT

### #10 Doral Golf Resort & Spa

#### Par 5 - Handicap 10

The 10th hole is a par 5 that usually plays downwind. The two fairway bunkers on the right make the drive tighter, and bring the water into play. The further the drive, the narrower the fairway becomes. The green is tucked in close to the water.

○ 507 ● 528 ● 551



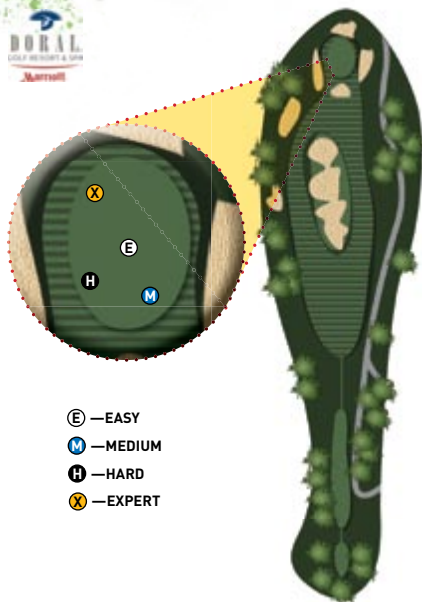
- —EASY
- —MEDIUM
- —HARD
- —EXPERT

Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

## #11 Doral Golf Resort & Spa Par 4 - Handicap 18

The large bunker in the center of the fairway gives the golfer options off the tee. Better drivers will definitely hit their driver here and leave just a short pitch. Any pin placement from the middle of this green forward will be partially hidden.

○ 312 ● 336 ● 406



(E) —EASY  
(M) —MEDIUM  
(H) —HARD  
(X) —EXPERT

## #12 Doral Golf Resort & Spa Par 5 - Handicap 8

This is one of the longest par 5s on the PGA TOUR. The parallel bunker on the left has long fingers coming down, giving it a very unusual look. Don't expect to see many players hit this green in two. The 12th is considered one of the most beautiful holes at Doral.

○ 563 ● 583 ● 603



(E) —EASY  
(M) —MEDIUM  
(H) —HARD  
(X) —EXPERT

Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

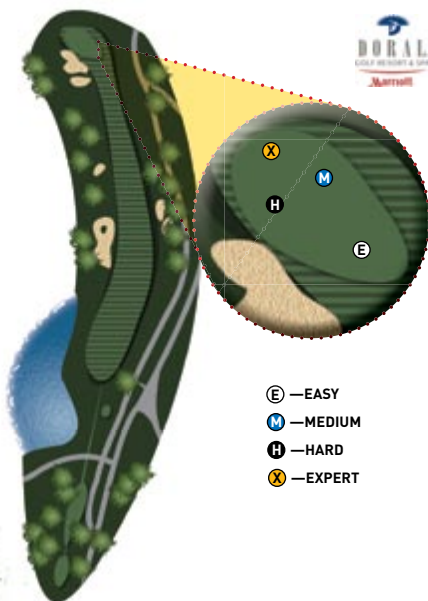
## Doral Golf Resort & Spa



### #13 Doral Golf Resort & Spa Par 3 - Handicap 2

This is the longest par 3 at Doral, and one of the longest par 3s on the PGA TOUR. This hole will require all the skill of the best players. There will not be one player who would not take a 3 and happily march over to the 14th tee.

○ 212 ● 229 ● 245



### #14 Doral Golf Resort & Spa Par 4 - Handicap 6

The par 4 14th hole usually plays downwind. Two bunkers down the fairway will make the longer hitters more aware of placing the ball in the fairway. There are two bunkers on the left side of the green, while the right side of the green slopes toward the 15th tee.

○ 388 ● 416 ● 475

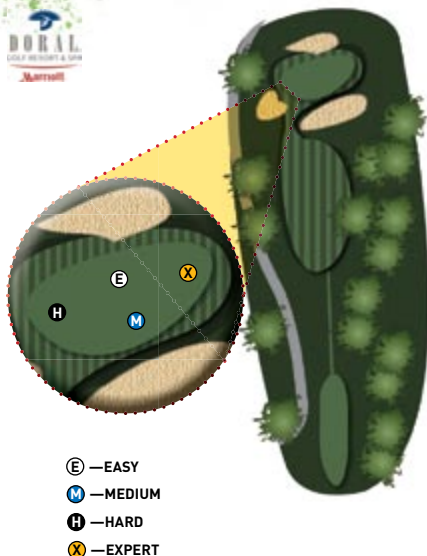


Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

## #15 Doral Golf Resort & Spa Par 3 - Handicap 16

Probably the most difficult part of the 15th is the width of the green. It is very narrow, and with the wind usually coming from left to right, it is not an easy club selection.

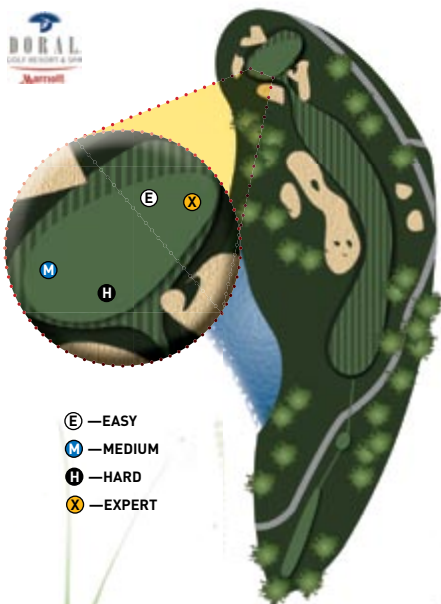
○ 140 ● 156 ● 175



## #16 Doral Golf Resort & Spa Par 4 - Handicap 14

The left fairway bunker includes four islands, and has been completely grassed down. A wide fairway will encourage the players to drive the ball off the tee, which will bring the bunkers and palm trees into play more often. This is a very narrow area and the green slopes away from the players.

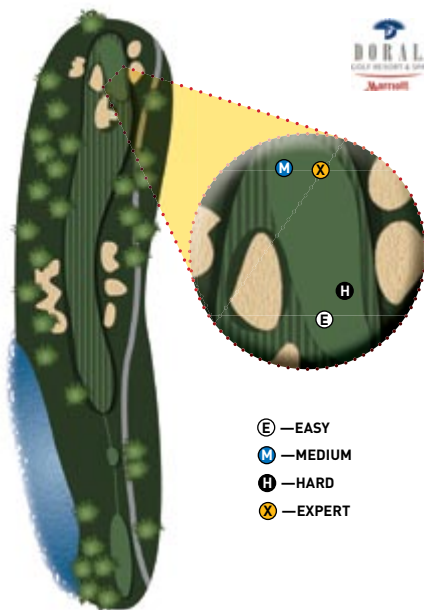
○ 322 ● 346 ● 372





Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

## Doral Golf Resort & Spa

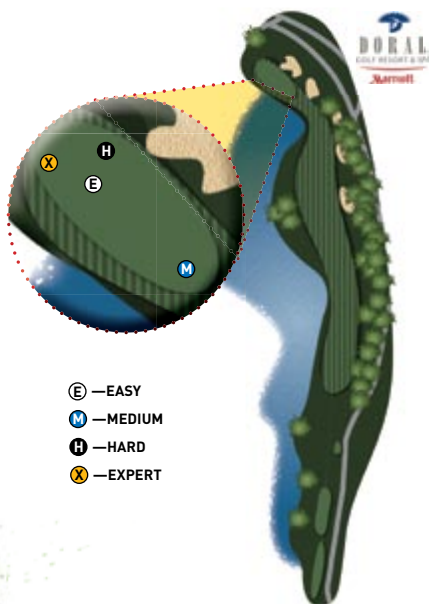


- (E) —EASY
- (M) —MEDIUM
- (H) —HARD
- (X) —EXPERT

### #17 Doral Golf Resort & Spa Par 4 - Handicap 12

The most interesting thing about 17th hole is the length of the green. It is 58 yards long, which could mean a three- or four-club difference, depending on where the pin is placed. Because this hole will generally play into the wind or into a left-to-right wind, the hole plays considerably long. A back pin placement will require a shot over a deep and intimidating bunker guarding the left side of the green.

○ 369 ● 397 ● 419



- (E) —EASY
- (M) —MEDIUM
- (H) —HARD
- (X) —EXPERT

### #18 Doral Golf Resort & Spa Par 4 - Handicap 4

This is one of the most famous and recognizable holes in the world, and it has often been ranked the most difficult finishing hole on the PGA TOUR®. The narrowest part of the fairway is only 25 yards wide, so the lake is definitely in play. Trees guard the entire right side of this hole, and driving the ball in the right rough leads to a terrifying shot into a long narrow green.

○ 387 ● 414 ● 467





Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town		Hazeltine		Oakmont
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass		Turnberry		Wentworth (West)



## East Lake Golf Club

Atlanta, GA • Opened 1904

**Par 70 • 7,267 yards • Architect Tom Bendelow**

Originally born around the turn of the 20th Century as the Atlanta Athletic Club, East Lake Golf Club stands as a symbol of tradition and honor. The course has hosted 17 major championships, including the 1950 U.S. Women's Amateur, 1963 Ryder Cup, and 2001 U.S. Men's Amateur. So many great golfers came out of East Lake in the first half of the century that the club was often referred to as the St. Andrews of the United States. The par 3, sixth hole is the signature hole at East Lake. The 168-yard downhill shot from the tee must land on a peninsula green with water left, right, and in front of the green, as well as on part of the back side.



Intro/New Features	Game Modes	Gameplay Basics	Wii™ Strategies	Build A Golfer
Elevate Your Game	Courses		Wii™ Exclusive Courses	Extras
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston
				Harbour Town
				TPC Sawgrass
				Hazeltine
				Turnberry
				Oakmont
				Wentworth (West)

## East Lake Golf Club

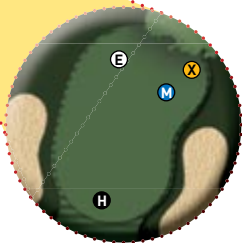
FL  
GC

### #1 East Lake Golf Club

#### Par 4 - Handicap 7

The drive on the opening hole at East Lake requires the player to be on the left side of the fairway to have the best shot at the green. Two bunkers to the right of the green and one bunker to the left of the green are ready to capture an errant shot. The deep bunker on the right makes a back-right hole location the toughest.

○ 393 ● 409 ● 424



- Ⓔ —EASY
- Ⓜ —MEDIUM
- ⓗ —HARD
- ⓧ —EXPERT



FL  
GC

### #2 East Lake Golf Club

#### Par 3 - Handicap 17

To score well at East Lake, players can't afford to miss the green on the short side of the flagstick. That's particularly true here. This par 3 plays a bit shorter than yardage, but it's a must to put the ball on the green. The green slopes dramatically from back to front and from left to right, and is guarded by bunkers on the left and front.

○ 152 ● 175 ● 214



- Ⓔ —EASY
- Ⓜ —MEDIUM
- ⓗ —HARD
- ⓧ —EXPERT



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses		Extras			
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		



## #3 East Lake Golf Club

### Par 4 - Handicap 11

A fairway wood should be the club of choice on this short par 4, leaving the player with a short iron to the green. The front of the green is guarded by two large bunkers that are especially difficult if the hole is cut on the right portion of the green. The green slopes from back to front and has several dominating ridges that make it difficult to read.

○ 358 ● 367 ● 387



FL  
GC



- (E) — EASY
- (M) — MEDIUM
- (H) — HARD
- (X) — EXPERT



## #4 East Lake Golf Club

### Par 4 - Handicap 1

The 4th is a long, straightaway par 4. Players will want to avoid the two fairway bunkers on the right to set up a mid-iron approach to this green. The green slopes from left to right, making the left hole locations the most difficult.

○ 406 ● 423 ● 440



FL  
GC



- (E) — EASY
- (M) — MEDIUM
- (H) — HARD
- (X) — EXPERT



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses			Wii™ Exclusive Courses			Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town		Hazeltine		Oakmont
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass		Turnberry		Wentworth (West)

## East Lake Golf Club

FL  
GC

### #5 East Lake Golf Club

#### Par 4 - Handicap 5

The first par 5 at East Lake typically appears shorter than the yardage, as the hole plays downhill and downwind. A good drive will leave the player with a fairway wood to the large green or a mid iron to lay up short of the right side fairway bunker. Two bunkers to the left and one bunker on the back-right frame a very undulating green that slopes from front to back.

○ 487 ● 500 ● 520



(E) —EASY  
 (M) —MEDIUM  
 (H) —HARD  
 (X) —EXPERT

FL  
GC

### #6 East Lake Golf Club

#### Par 3 - Handicap 15

This hole requires that the tee shot be long and to the left side of the fairway to allow players to see the putting surface. The second shot will be a mid to long iron into a fairly large green. The green slopes severely from back right to front left, making lag putting from the back a real chore.

○ 130 ● 150 ● 209



(E) —EASY  
 (M) —MEDIUM  
 (H) —HARD  
 (X) —EXPERT



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses		Extras			
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		



## #7 East Lake Golf Club

### Par 4 - Handicap 9

The 7th is a slight dogleg to the left that demands accuracy off the tee. A fairway bunker along the right side will punish a drive straying in that direction, resulting in a difficult approach shot. The second shot must navigate two deep greenside bunkers to find the two-tiered green, which the players are unable to see from the fairway.

○ 360 ● 378 ● 394



FL  
GC



- Ⓔ —EASY
- Ⓜ —MEDIUM
- ⓗ —HARD
- ⓧ —EXPERT



## #8 East Lake Golf Club

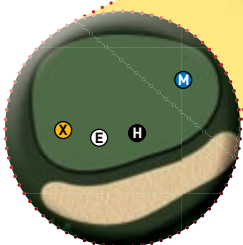
### Par 4 - Handicap 13

The shortest par 4 on the golf course is a dogleg left with bunkers and trees on the left side of the fairway that should deter players from cutting the corner. Although it is often thought of as a birdie hole, number 8 has a relatively small, firm green, and is surrounded by a deep bunker on the front and thick rough on all sides. Birdies might not be as plentiful as one would think.

○ 309 ● 327 ● 405



FL  
GC



- Ⓔ —EASY
- Ⓜ —MEDIUM
- ⓗ —HARD
- ⓧ —EXPERT





Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town		Hazeltine		Oakmont
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass		Turnberry		Wentworth (West)

## East Lake Golf Club

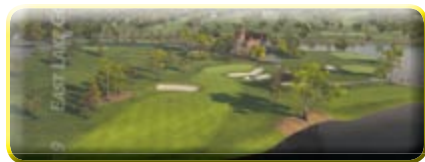
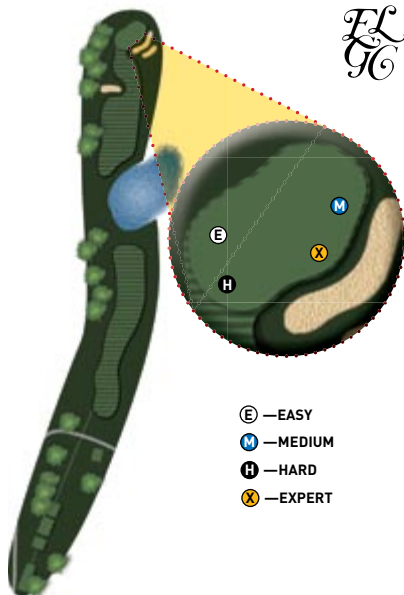
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### #9 East Lake Golf Club

#### Par 5 - Handicap 3

The big hitter that finds the fairway will reap the rewards on the 9th hole. A long drive will provide an opportunity to reach the green in two, especially if the hole plays downwind. The second shot will either be a mid to long iron to lay up short of a fairway bunker on the left side of the fairway, or a fairway wood to try to make the green in two. The green is guarded on the front by deep bunkers and anything long will be a difficult up-and-down. It's a very challenging finish to an excellent first nine.

○ 513 ● 532 ● 584



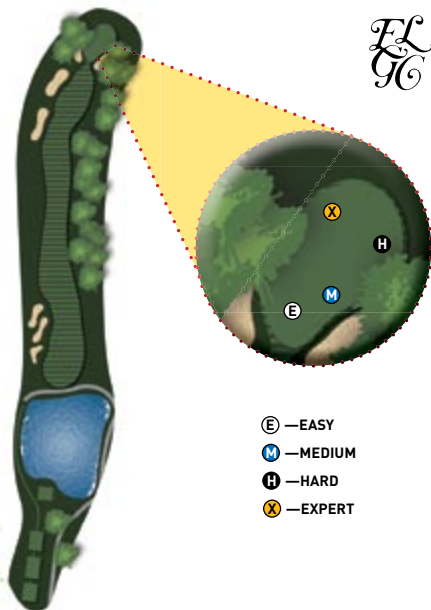
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GC

### #10 East Lake Golf Club

#### Par 4 - Handicap 6

This hole requires that the tee shot be long and to the left side of the fairway to allow players to see the putting surface. The second shot will be a mid to long iron into a fairly large green. The green slopes severely from back right to front left, making lag putting from the back a real chore.

○ 425 ● 445 ● 469



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town		Hazeltine	Oakmont	
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass		Turnberry	Wentworth (West)	



## #11 East Lake Golf Club

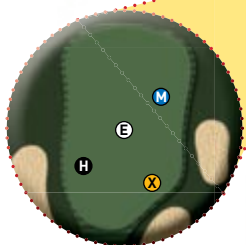
### Par 3 - Handicap 18

Depending on the wind, the tee shot to the elevated green ranges from a 4 iron to a 6 iron for most players. The green is 38 yards deep and the back portion of the green is blind to the players from the tee. A large oak protects the right side of the green and the front portion is pinched by a pair of deep, greenside bunkers. Sidehill putts often have four or five feet of break, and putts from above the hole are surprisingly quick.

○ 162 ● 175 ● 197



FL  
GC



- Ⓔ — EASY
- Ⓜ — MEDIUM
- ⓗ — HARD
- ⓧ — EXPERT



## #12 East Lake Golf Club

### Par 4 - Handicap 12

Most players will hit fairway woods or long irons off the tee on this downhill par 4. An overhanging tree and deep rough on the left of the fairway make this hole very tough from that side. The right center of the fairway is the ideal location, leaving a short iron to the green.

○ 346 ● 373 ● 391



FL  
GC



- Ⓔ — EASY
- Ⓜ — MEDIUM
- ⓗ — HARD
- ⓧ — EXPERT



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses		Extras			
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

## East Lake Golf Club

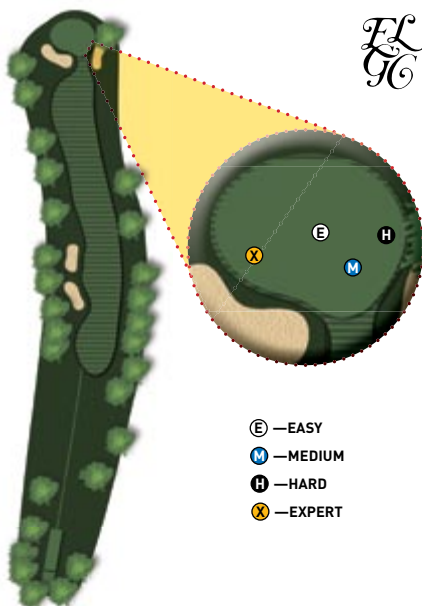
FL  
GC

### #13 East Lake Golf Club

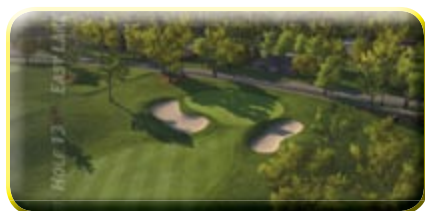
#### Par 4 - Handicap 10

Number 13 is a good driving hole. From the championship tee box, players will aim just to the right of the fairway bunkers. A left-center fairway position is ideal. Right-center is workable, but it means dealing with the right greenside bunker on the approach. Like many others at East Lake, the green is sloped from back to front, making ball's position on the green critical.

○ 371 ● 386 ● 439



(E) —EASY  
 (M) —MEDIUM  
 (H) —HARD  
 (X) —EXPERT



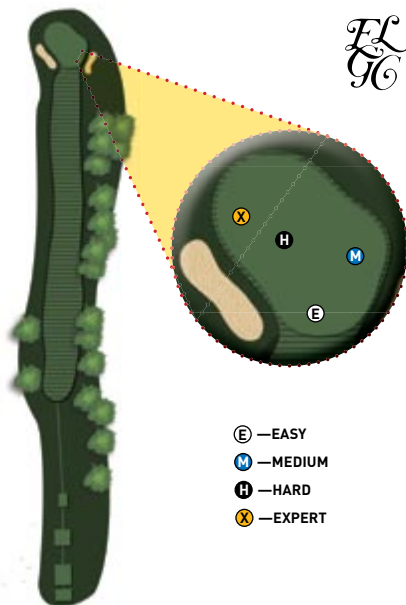
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GC

### #14 East Lake Golf Club

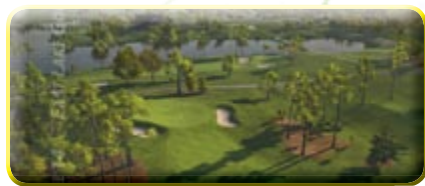
#### Par 4 - Handicap 4

Old oaks and tall pines grow close to the fairway on both sides of this straightaway par 4, making it a very tight and demanding driving hole. Longer tee shots could have a difficult sidehill stance along the right side of the fairway. The two-tiered green is bunkered on both sides, with the green running from back to front. Players who place their balls on the proper tier below the pin will have opportunities to birdie this hole.

○ 397 ● 426 ● 442



(E) —EASY  
 (M) —MEDIUM  
 (H) —HARD  
 (X) —EXPERT



Intro/New Features		Game Modes	Gameplay Basics	Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses		Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)

## #15 East Lake Golf Club

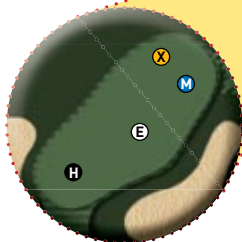
### Par 5 - Handicap 8

Three tall pines on the right side of the fairway will force the players to hit a fade to find the best position in the fairway. With a good drive, players will reach this short par 5 in two. A well-bunkered green poses some problems if missed long or on the short side. One of the easiest holes at East Lake, a par here will drop a shot to the field.

○ 450 ● 471 ● 495



FL  
GC



(E) —EASY  
(M) —MEDIUM  
(H) —HARD  
(X) —EXPERT



## #16 East Lake Golf Club

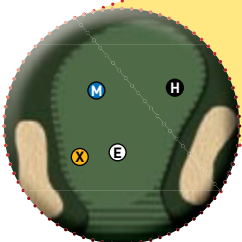
### Par 4 - Handicap 2

This picturesque hole provides a commanding view of the Atlanta skyline and East Lake. Equally commanding is the tee shot required to play this hole well. The fairway narrows to 25 yards wide at the 278 mark from the tee, making driving accuracy a premium on this long par 4. From here a mid to long iron is needed to reach this green. Two large bunkers await any errant approaches to a large receptive green that slopes from back to front.

○ 417 ● 462 ● 481



FL  
GC



(E) —EASY  
(M) —MEDIUM  
(H) —HARD  
(X) —EXPERT





Intro/New Features	Game Modes	Gameplay Basics	Wii™ Strategies	Build A Golfer
Elevate Your Game	Courses	Wii™ Exclusive Courses	Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston
				Harbour Town
				TPC Sawgrass
				Hazeltine
				Turnberry
				Oakmont
				Wentworth (West)

## East Lake Golf Club

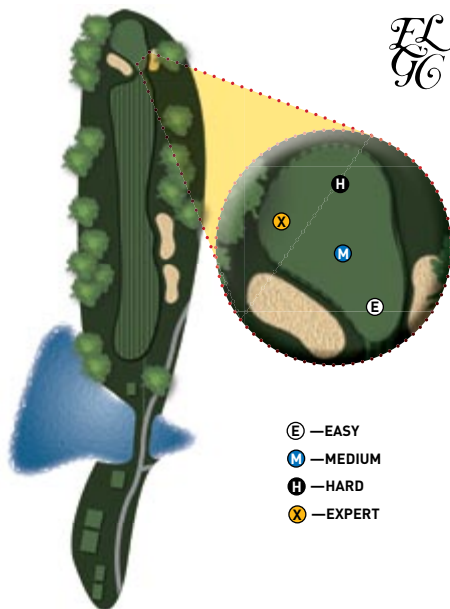
FL  
GC

### #17 East Lake Golf Club

#### Par 4 - Handicap 14

Two bunkers lie to the right of the fairway landing area on this final par 4 at East Lake. The approach is played to a large, undulating green that is flanked by a big bunker to the right and one short of the putting surface to the left. A predominant ridge crosses the center of this green, making it tough to get the ball close to back hole locations.

○ 354 ● 399 ● 453



(E) — EASY  
 (M) — MEDIUM  
 (H) — HARD  
 (X) — EXPERT

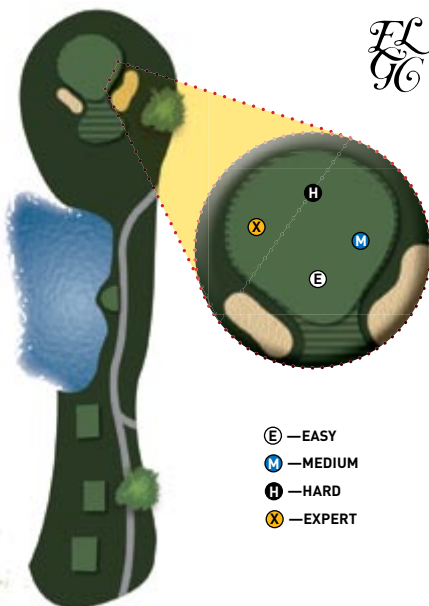
FL  
GC

### #18 East Lake Golf Club

#### Par 3 - Handicap 16

Depending on the wind (which is usually in your face), players could use anything from a fairway wood to a long iron on this demanding par 3. The two-tiered green doesn't leave much room for error, with deep bunkers guarding both the left and right side. Any shot that is above the hole must be treated with extra care, as this green is one of the most difficult to putt at East Lake.

○ 171 ● 207 ● 235



(E) — EASY  
 (M) — MEDIUM  
 (H) — HARD  
 (X) — EXPERT

Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses			Wii™ Exclusive Courses			Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town		Hazeltine		Oakmont
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass		Turnberry		Wentworth (West)



# Firestone

## COUNTRY CLUB

### Firestone Country Club

Akron, OH • Opened 1929

**Par 70 • 7,400 yards • Architects Bert Way (1929),  
Robert Trent Jones (1960)**

The history of Firestone Country Club stretches back over a half century to when Harvey Firestone drove the first ball to open the South Course in 1929. This course is known for a number of extremely long holes that favor strong and accurate drivers and long irons. The signature hole of this course is the 667-yard 16th hole, known as "The Monster." A lake that borders the green at the end of the fairway complicates approach shots to the hole even further. The par 4 6th hole will challenge even the longest drivers to be accurate on its narrow fairway.



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses			Wii™ Exclusive Courses			Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town		Hazeltine		Oakmont
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass		Turnberry		Wentworth (West)

## Firestone Country Club



**Firestone**  
COUNTRY CLUB



- E** —EASY
- M** —MEDIUM
- H** —HARD
- X** —EXPERT

### #1 Firestone Country Club

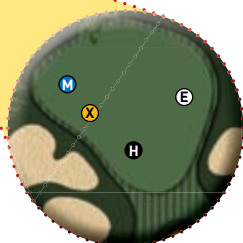
#### Par 4 - Handicap 9

Accuracy off the tee is more important than distance. Guard against the fairway bunkers protecting both sides of the landing area. The secret on the second shot is to leave your ball below the hole as the green slopes to the front.

○ 369 ● 391 ● 399



**Firestone**  
COUNTRY CLUB



- E** —EASY
- M** —MEDIUM
- H** —HARD
- X** —EXPERT

### #2 Firestone Country Club

#### Par 5 - Handicap 13

The dogleg left second hole has definite birdie possibilities. However, the hanging trees on the left can put a quick damper on a birdie or par. Keep it in the fairway, avoid the bunkers surrounding the green, and you will be off to a good start on the South Course.

○ 509 ● 517 ● 526



Intro/New Features		Game Modes	Gameplay Basics	Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses		Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)



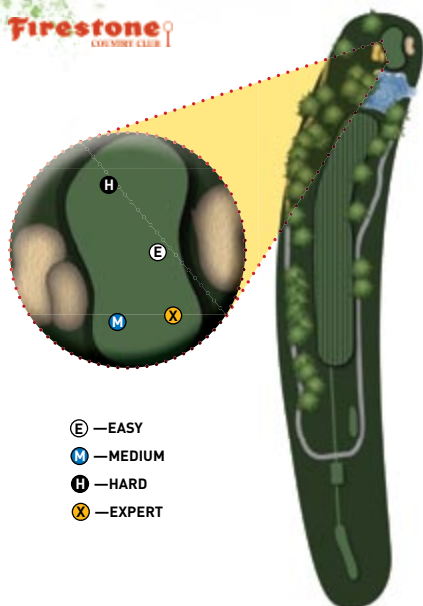
**Firestone**  
LUXURY CLUB

## #3 Firestone Country Club

### Par 4 - Handicap 15

This dogleg right par 4 has a tee shot that favors the left side of the fairway. Your second shot is to a fairly level putting surface with shallow bunkers lining both sides of the green. It's better to be long than short on your approach shot, where water protects the green in front.

○ 409 ● 424 ● 442

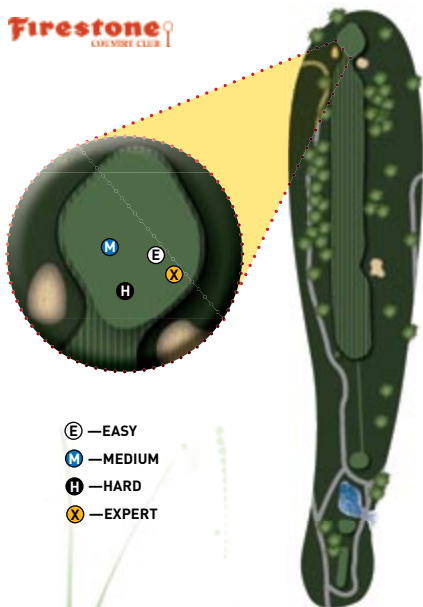


## #4 Firestone Country Club

### Par 4 - Handicap 7

This long par 4 has a fairway that slopes right to left and is considered to be one of the most difficult holes on the course. You will have a mid to long iron into an elevated green that slopes from right to left. Par is an excellent score.

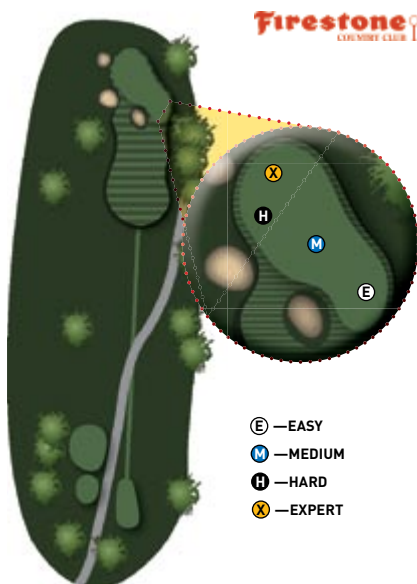
○ 448 ● 460 ● 471





Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

## Firestone Country Club

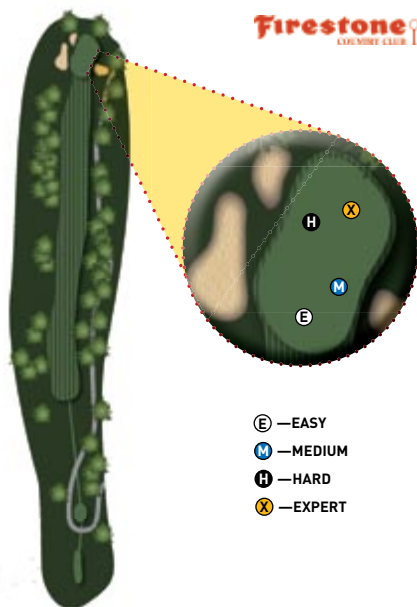


### #5 Firestone Country Club

#### Par 3 - Handicap 11

Wind can be a factor on this par 3, so good club selection is key. The undulating green is protected by three small bunkers lining the front and left side.

○ 180 ● 194 ● 200



### #6 Firestone Country Club

#### Par 4 - Handicap 1

The long and narrow sixth hole is the toughest hole on the course. The slight dogleg right hardly comes into play, so hit a big drive and keep it straight. Your long iron second shot is to a green that slopes back to front and is guarded by bunkers to the left and right.

○ 418 ● 457 ● 469



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses		Extras			
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

## #7 Firestone Country Club

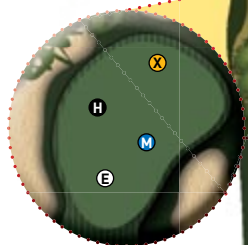
### Par 3 - Handicap 17

The largest green on the golf course is guarded by bunkers on three sides. Avoid the deep and difficult front-right bunker and fire away at the flag.

○ 145 ● 200 ● 219



Firestone  
LEGENDARY CLUB



- Ⓔ —EASY
- Ⓜ —MEDIUM
- ⓗ —HARD
- ⓧ —EXPERT



## #8 Firestone Country Club

### Par 4 - Handicap 5

This slight dogleg right par 4 has a fairway that slopes left to right. Aim your drive down the left side to get a good look in on your second shot to a narrow and deep green that is well protected on all sides except the front.

○ 430 ● 438 ● 482



Firestone  
LEGENDARY CLUB



- Ⓔ —EASY
- Ⓜ —MEDIUM
- ⓗ —HARD
- ⓧ —EXPERT



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses			Wii™ Exclusive Courses			Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town		Hazeltine		Oakmont
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass		Turnberry		Wentworth (West)

## Firestone Country Club



**Firestone**  
COUNTRY CLUB



(E) —EASY  
 (M) —MEDIUM  
 (H) —HARD  
 (X) —EXPERT

### #9 Firestone Country Club

#### Par 4 - Handicap 7

The landing area for your drive is guarded by bunkers on both sides, while the fairway slopes left to right. Wind can be a factor, especially on your downhill lie second shot to a small, uphill green. A level putting surface is protected by bunkers on both sides.

○ 457 ● 480 ● 494



**Firestone**  
COUNTRY CLUB



(E) —EASY  
 (M) —MEDIUM  
 (H) —HARD  
 (X) —EXPERT

### #10 Firestone Country Club

#### Par 4 - Handicap 6

Another difficult par 4 that demands accuracy off the tee due to a set of fairway bunkers protecting the landing area. The key here is to leave your approach shot below the hole, as the green slopes back to front. This fast and undulating putting surface has offered up many three-putt disappointments.

○ 382 ● 398 ● 410



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses		Extras			
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		



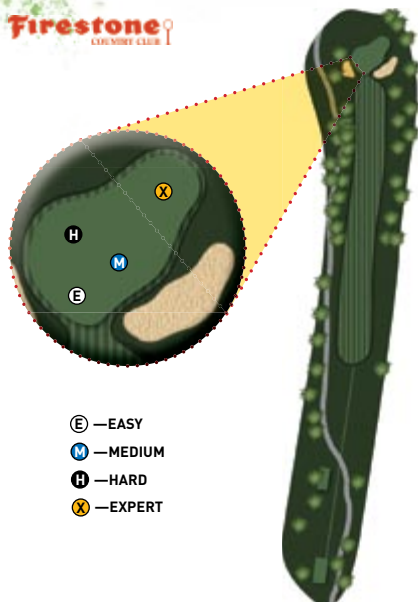
**Firestone**  
LEGENDARY CLUB

## #11 Firestone Country Club

### Par 4 - Handicap 16

Believe it. This is the shortest par 4 on the golf course with no fairway bunkers! This average-size green and many favorable pin placements make this hole a super birdie opportunity.

○ 336 ● 344 ● 418



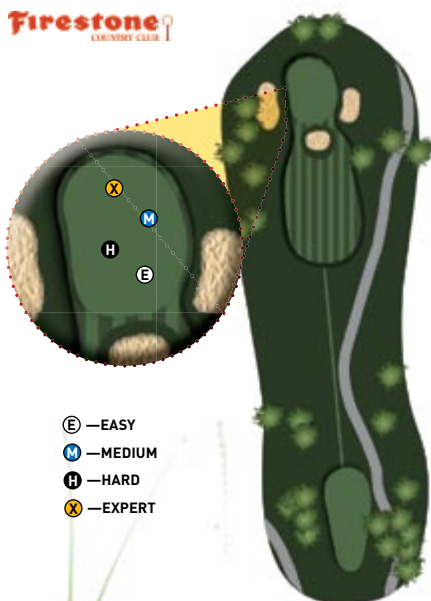
- —EASY
- —MEDIUM
- —HARD
- —EXPERT

## #12 Firestone Country Club

### Par 3 - Handicap 10

This enticingly flat and picturesque green sits atop a ridge and is well guarded by deep and difficult bunkers in the front and to either side. There seem to be as many bogeys as birdies on this hole.

○ 162 ● 170 ● 180

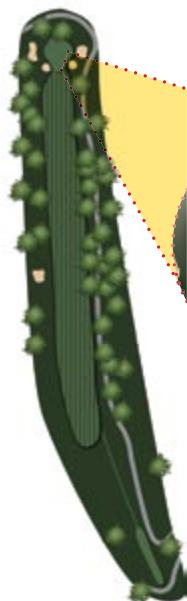


- —EASY
- —MEDIUM
- —HARD
- —EXPERT



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses		Extras			
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

## Firestone Country Club



**Firestone**  
COUNTRY CLUB



- Ⓔ —EASY
- Ⓜ —MEDIUM
- ⓗ —HARD
- ⓧ —EXPERT

### #13 Firestone Country Club

#### Par 4 - Handicap 2

This long, slight dogleg hole is best played by favoring the left side off the tee to avoid a big oak tree that overhangs on the right corner of the dogleg. A long iron second shot is to a small green well guarded on both sides by bunkers.

○ 445 ● 457 ● 471



**Firestone**  
COUNTRY CLUB



- Ⓔ —EASY
- Ⓜ —MEDIUM
- ⓗ —HARD
- ⓧ —EXPERT

### #14 Firestone Country Club

#### Par 4 - Handicap 14

This relatively short par 4 is better served using a 3-wood off the tee. The landing area is lined with bunkers on both sides. Avoid them at all costs, as your chances of reaching the green in two become slim due to a thick overhang of trees.

○ 372 ● 457 ● 467



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses		Extras			
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		



## #15 Firestone Country Club

### Par 3 - Handicap 18

Fire away at a long and narrow green with a fairly level putting surface. Avoid the bunkers lining both sides of the green and your chances of making par or birdie are very good.

○ 202 ● 212 ● 221



Firestone  
LEGENDARY CLUB



- (E) — EASY
- (M) — MEDIUM
- (H) — HARD
- (X) — EXPERT



## #16 Firestone Country Club

### Par 5 - Handicap 12

The experts say Firestone's signature 16th hole is one of the finest championship holes in golf. Avoid the bunkers on your drive and second shot. A front pin placement makes this hole all the more difficult.

○ 620 ● 644 ● 667



Firestone  
LEGENDARY CLUB

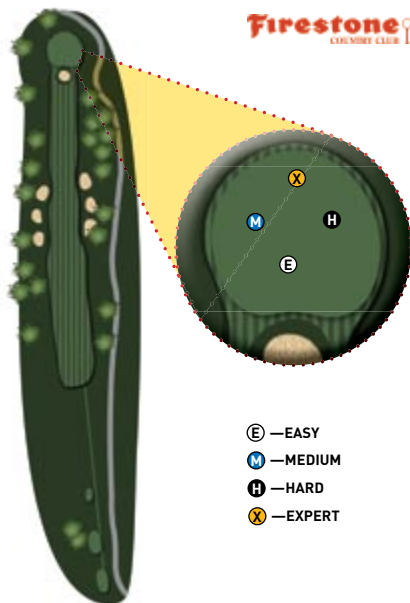


- (E) — EASY
- (M) — MEDIUM
- (H) — HARD
- (X) — EXPERT



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town		Hazeltine		Oakmont
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass		Turnberry		Wentworth (West)

## Firestone Country Club

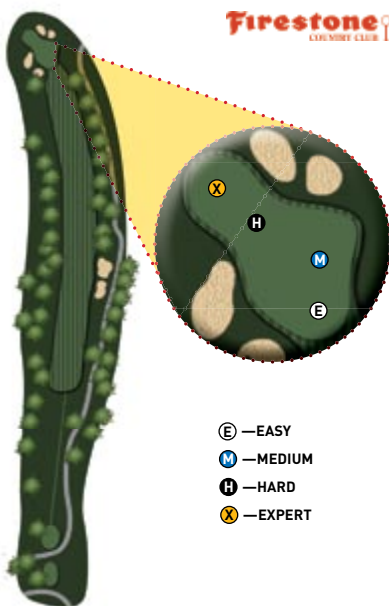


### #17 Firestone Country Club

#### Par 4 - Handicap 8

The careful play is a 3-wood off the tee. This will ensure a level lie on a landing area guarded by two bunkers on both sides of the fairway. Keep your approach shot below the hole. A large, deep bunker in front of the green makes this hole all the more difficult.

○ 368 ● 374 ● 400



### #18 Firestone Country Club

#### Par 4 - Handicap 4

This long dogleg left 18th hole, with an elevated tee, is best played favoring the right side off the tee, while avoiding the two fairway bunkers. Par is a great score as you finish your round on one of the great championship courses of the world!

○ 431 ● 456 ● 464



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		



## Harbour Town Golf Links

Hilton Head Island, SC • Opened 1967

Par 71 • 6,973 yards

Architects Pat Dye, Jack Nicklaus

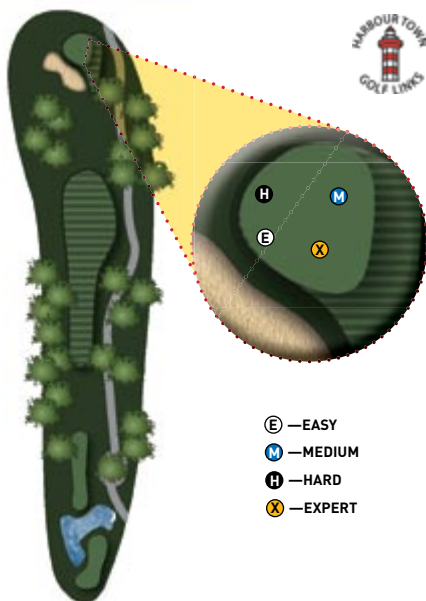
This distinguished PGA TOUR® golf course places a premium on finesse, imagination, and shot-making rather than strength. The course can be considered quite short by today's standards of golf, but it requires shots that are perfectly positioned, arrow-straight accuracy, and consistency from the player. The signature hole on the golf course is the 18th. While it is not the number one handicap hole, it is a challenging 452-yard par 4. Most players will aim their approach shot at the famous red and white lighthouse beyond the course.





Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town		Hazeltine		Oakmont
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass		Turnberry		Wentworth (West)

## Harbour Town Golf Links



- Ⓔ —EASY
- Ⓜ —MEDIUM
- ⓗ —HARD
- ⓧ —EXPERT

### #1 Harbour Town Golf Links Par 4 - Handicap 13

Number 1 at Harbour Town kicks off the course with no apologies. A straight drive is imperative to stay between overhanging branches in a chute only 20 yards wide, but the fairway opens up at the landing area. A short or medium iron should reach a green protected by both sand and grass bunkers.

○ 347 ● 392 ● 410



- Ⓔ —EASY
- Ⓜ —MEDIUM
- ⓗ —HARD
- ⓧ —EXPERT

### #2 Harbour Town Golf Links Par 5 - Handicap 9

Long hitters can reach the green in two if they keep the drive on the left side of the fairway. Otherwise, the second shot should be positioned down the left side, to open up the green, which lies on a diagonal, for the third shot.

○ 471 ● 495 ● 502



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town		Hazeltine		Oakmont
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass		Turnberry		Wentworth (West)

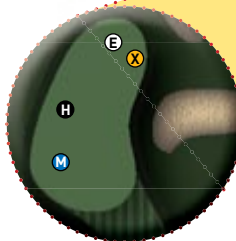
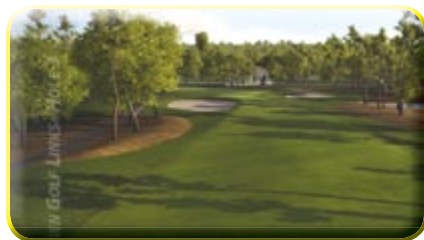


## #3 Harbour Town Golf Links

### Par 4 - Handicap 15

Trees line both sides of the fairway, necessitating a straight shot from the tee. A large bunker guards the front of the green, with three mounds positioned to the right. A medium to short iron should get the job done, but the small green can be hard to hold.

○ 355 ● 411 ● 437



- Ⓔ —EASY
- Ⓜ —MEDIUM
- ⓗ —HARD
- ⓧ —EXPERT



## #4 Harbour Town Golf Links

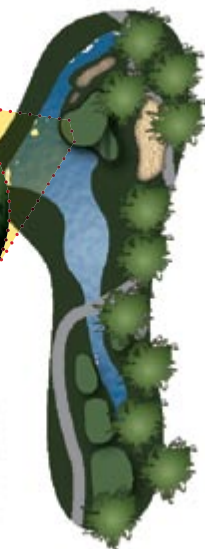
### Par 3 - Handicap 11

There is ample room on the right to bail out, and a hidden bunker behind the green can save your ball from a hungry lagoon.

○ 165 ● 187 ● 200

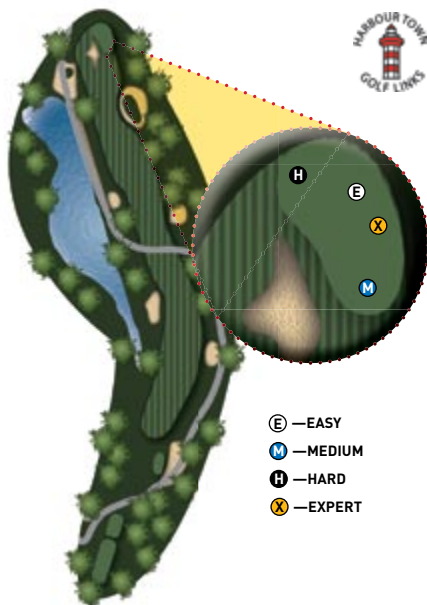


- Ⓔ —EASY
- Ⓜ —MEDIUM
- ⓗ —HARD
- ⓧ —EXPERT



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town		Hazeltine	Oakmont	
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass		Turnberry	Wentworth (West)	

## Harbour Town Golf Links



### #5 Harbour Town Golf Links

#### Par 5 - Handicap 3

Aim just to the right of the left fairway bunker, then calculate your odds of making the green in two. The obstacles: a massive strategic bunker to the right, water and a greenside bunker to the left. A deep but narrow green falls off to the right and rear.

○ 485 ● 511 ● 530



### #6 Harbour Town Golf Links

#### Par 4 - Handicap 5

Devilishly difficult to master, this dogleg par 4 requires a precise drive to the middle right, just left of the fairway bunker. Take advantage of the open avenue to the flag and try to avoid the bunkers flanking the green.

○ 373 ● 401 ● 419



Intro/New Features		Game Modes	Gameplay Basics		Wii™ Strategies	Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses		Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont
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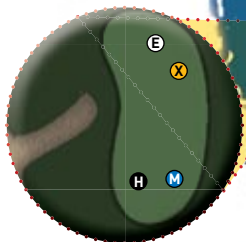


## #7 Harbour Town Golf Links

### Par 3 - Handicap 17

The green is surrounded by sand, but the real hazards here are the trees. The green is narrow but deep, and pin placement can affect club selection.

○ 148 ● 172 ● 195



- E — EASY
- M — MEDIUM
- H — HARD
- X — EXPERT



## #8 Harbour Town Golf Links

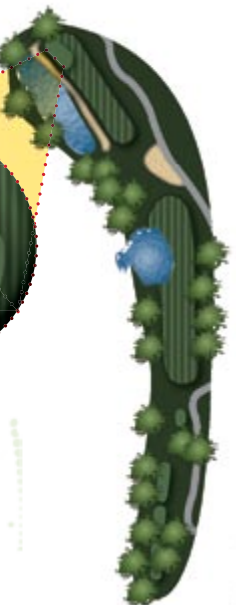
### Par 4 - Handicap 1

A well-placed drive is essential to avoid water and strategically placed trees. Carrying the dogleg past the first two pines gives you a shot at one of the most elusive greens anywhere.

○ 405 ● 435 ● 470



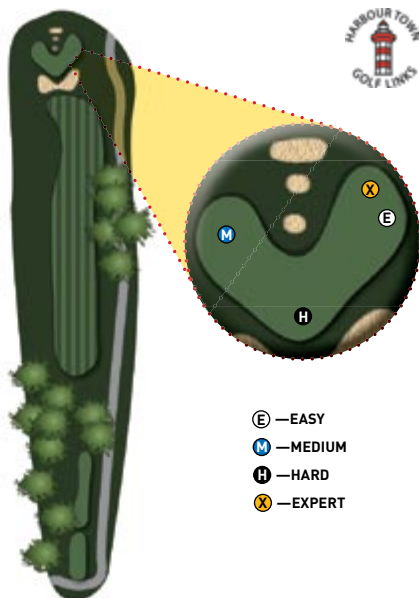
- E — EASY
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Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
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## Harbour Town Golf Links

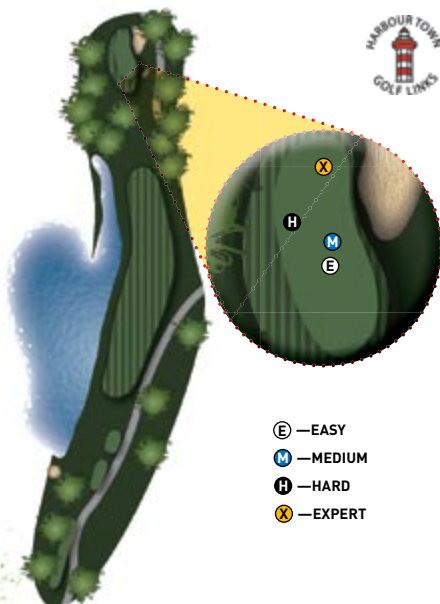


### #9 Harbour Town Golf Links

#### Par 4 - Handicap 7

Placement is more important than power on this short but deceptive par 4. Drive to the middle of the fairway and avoid battling trees on your approach. The heart-shaped green is protected both in front and behind by sand.

○ 298 ● 322 ● 332



### #10 Harbour Town Golf Links

#### Par 4 - Handicap 10

A wide landing area invites a big drive, but temper your gusto if you want to avoid the lagoon on the left. After a good drive, use a medium or long iron to get to a green nestled between woods and two strategically placed bunkers.

○ 358 ● 421 ● 444



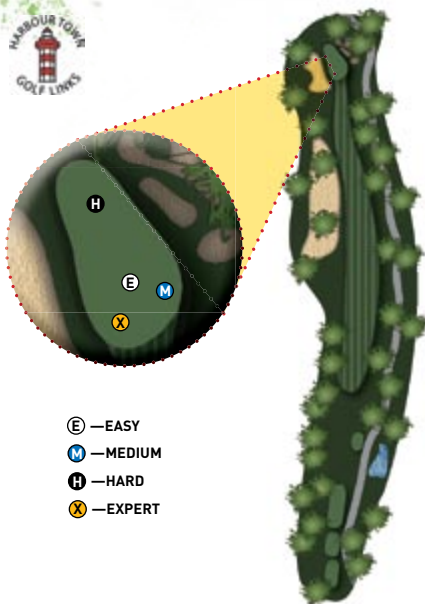
Intro/New Features		Game Modes	Gameplay Basics	Wii™ Strategies		Build A Golfer	
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Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)

## #11 Harbour Town Golf Links

### Par 4 - Handicap 4

Plot your drive to stay within the chute because a dangerous duo of trees and water lurks on both sides of the fairway. From the fairway, a long to medium iron must be rifled to the green, carefully avoiding the tree that gracefully protects the right side.

○ 387 ● 413 ● 436



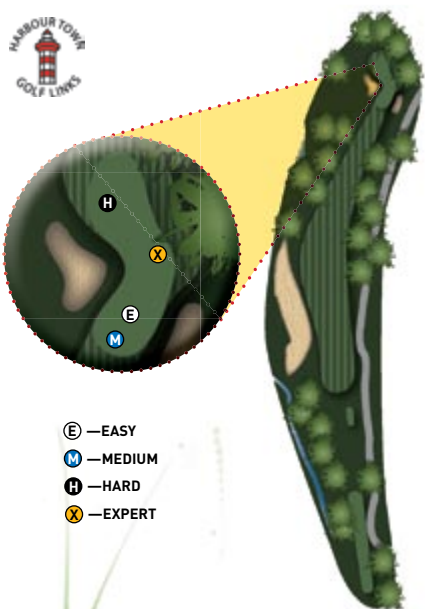
(E) — EASY  
(M) — MEDIUM  
(H) — HARD  
(X) — EXPERT

## #12 Harbour Town Golf Links

### Par 4 - Handicap 8

Reaching the dogleg off the tee is imperative for any chance at par. Then the green is in range with a medium or long iron, but a back pin placement can make as much as a three-club difference. Two bunkers stand as the final challenge.

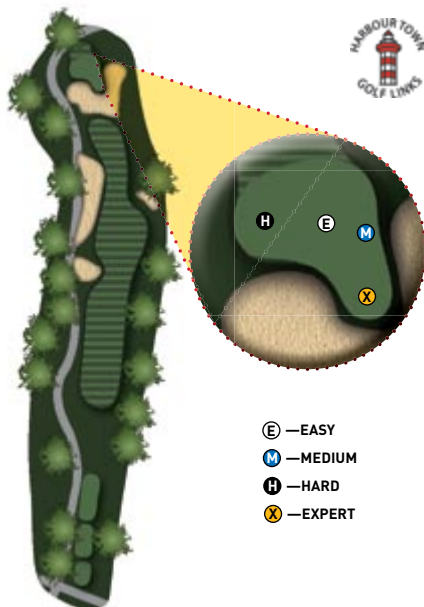
○ 376 ● 404 ● 430



(E) — EASY  
(M) — MEDIUM  
(H) — HARD  
(X) — EXPERT

Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
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Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass		Turnberry	Wentworth (West)	

## Harbour Town Golf Links



### #13 Harbour Town Golf Links Par 4 - Handicap 12

The tee shot here must be positioned to the right side of the fairway to set up the approach to the green. But don't score your par until you've surmounted the two final obstacles: a large cypress-banked bunker and a natural bunker just behind the green.

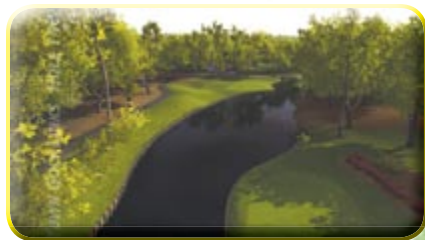
○ 324 ● 354 ● 373



### #14 Harbour Town Golf Links Par 3 - Handicap 18

This is a beautiful aquatic layout with water from tee to green on the right. Thanks to overhanging trees, the green is a small, isolated target with an adjacent small pot bunker.

○ 138 ● 165 ● 192



Intro/New Features		Game Modes	Gameplay Basics	Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses		Extras	
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Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)

## #15 Harbour Town Golf Links

### Par 5 - Handicap 6

This great par 5 demands careful deliberation and shot execution all the way from tee to flag. To avoid nightmares on the approach, keep the drive from the tee as close to the center as possible. This will save you from the dangers of water on the left and the bunkers on both sides.

○ 511 ● 541 ● 571



- (E) — EASY
- (M) — MEDIUM
- (H) — HARD
- (X) — EXPERT

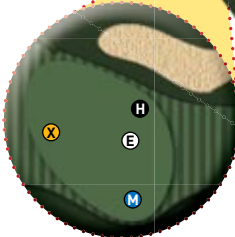
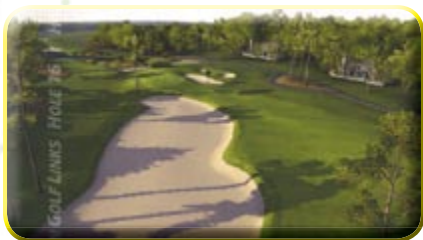


## #16 Harbour Town Golf Links

### Par 4 - Handicap 16

The exclamation point of sand just about says it all on this interesting dogleg left. Avoid the left. If you arrive unscathed after that first drive, it's just a short iron to the green. Aim carefully. The cluster of bunkers to the right can easily humiliate par-seekers.

○ 333 ● 361 ● 395



- (E) — EASY
- (M) — MEDIUM
- (H) — HARD
- (X) — EXPERT





Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses		Extras			
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## Harbour Town Golf Links



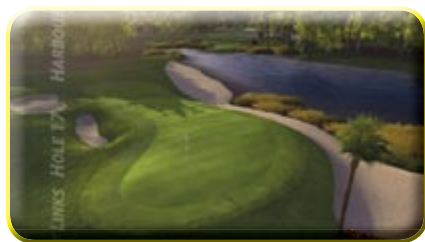
- Ⓔ —EASY
- Ⓜ —MEDIUM
- ⓗ —HARD
- ⓧ —EXPERT

### #17 Harbour Town Golf Links

#### Par 3 - Handicap 14

Water, water nearly everywhere says one thing: Take that bold iron shot and make it accurate—or else! The head or cross winds, which are the norm on this hole, can easily carry a shot into the lagoon.

○ 152 ● 174 ● 185



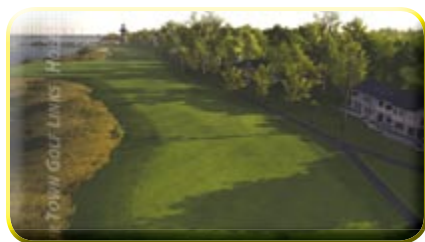
- Ⓔ —EASY
- Ⓜ —MEDIUM
- ⓗ —HARD
- ⓧ —EXPERT

### #18 Harbour Town Golf Links

#### Par 4 - Handicap 2

A word of advice on one of golf's most spectacular finishing holes: The long approach to the flag offers ample bailout to the right where the innocent-looking but insidious mounding has caused many a wannabe champ to lose a sought-after par.

○ 414 ● 444 ● 452



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
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**HAZELTINE**  
NATIONAL GOLF CLUB



## Hazeltine National Golf Club

**Chaska, MN • Opened 1962**

**Par 72 • 6,720 yards**

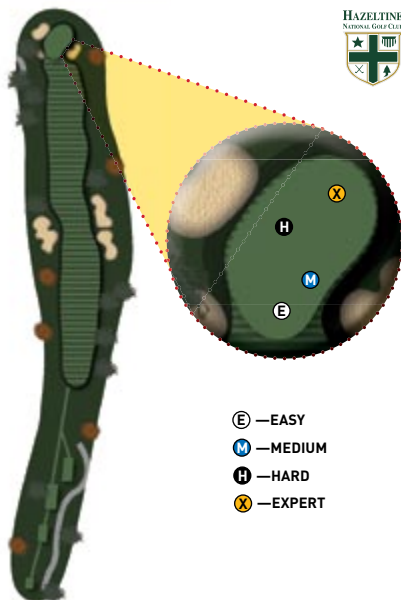
**Architect Robert Trent Jones**

The forces of nature are on display at Hazeltine where the landscape puts a premium on shot values, providing a challenge that makes low scores rare. On a piece of ground where the woods battled the prairie for dominance over the centuries, the golfer is faced with a mixture of both. Water also comes into play, with hazards guarding a number of holes, and with the fearsome challenge of Hazeltine Lake on number 16 playing on a golfer's mind long before stepping onto its tee. If the wind is up, the course takes on a whole new dimension.



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses			Wii™ Exclusive Courses			Extras	
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## Hazeltine National Golf Club



### #1 Hazeltine National Golf Club Par 4 - Handicap 7

The first hole is typical of the challenges of Hazeltine. The drive zone is pinched by fairway bunkers and shots out of the rough will have difficulty holding the green. The green has distinct tiers, so an accurate approach shot can mean the difference between a birdie and a three putt.

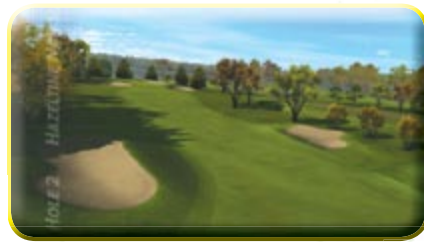
○ 390 ● 412 ● 495



### #2 Hazeltine National Golf Club Par 4 - Handicap 13

This dogleg left provides a birdie opportunity early in the round. A bold drive around the corner can leave a wedge to the green, but a relocated fairway bunker makes that a riskier strategy than it was for the 2002 PGA Championship. A more conservative tee shot will leave a challenging second if the prevailing wind is blowing hard at the player.

○ 374 ● 430 ● 440

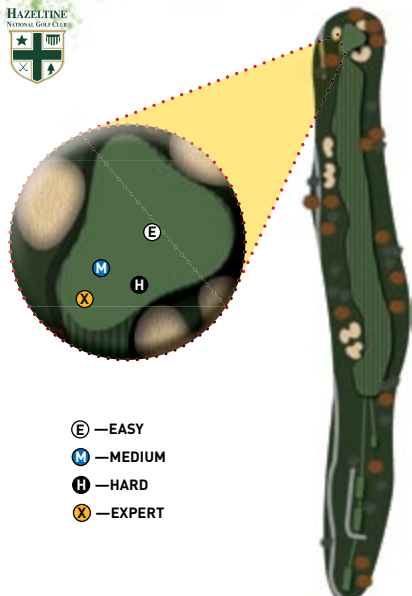


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### #3 Hazeltime National Golf Club Par 5 - Handicap 1

The first par 5 is a beast. The drive must avoid the punishing bunkers on the left side of the fairway while missing the thick rough on the right. A safe second shot is played to a flat spot that leaves a short approach; more aggressive plays must hug the left side of the fairway or risk ending up well below the green in the right-side rough. The green is large, with a variety of difficult hole locations.

○ 522 ● 568 ● 633

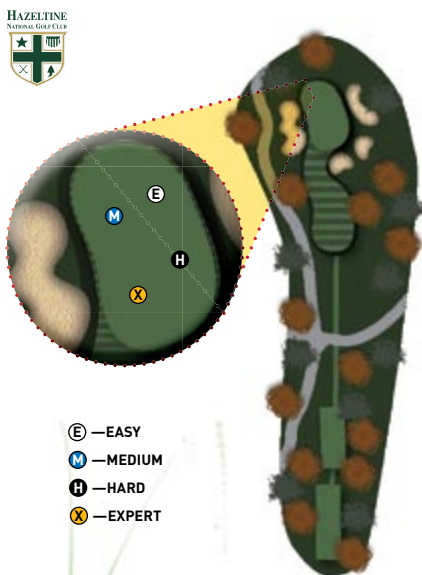


- Ⓔ —EASY
- Ⓜ —MEDIUM
- ⓗ —HARD
- ⓧ —EXPERT

### #4 Hazeltime National Golf Club Par 3 - Handicap 17

Surrounded by bunkers, the green features a shelf in the back that is difficult to hold and a flat area across the front of the green. In between is a relatively severe slope, so that a tee shot that is on the green but not close to the hole can easily lead to a bogey.

○ 160 ● 196 ● 212

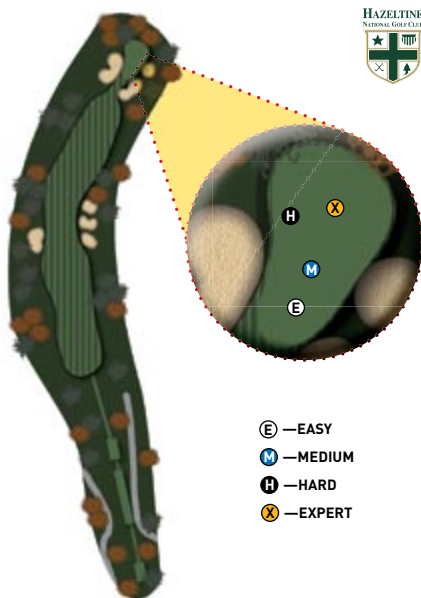


- Ⓔ —EASY
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- ⓧ —EXPERT



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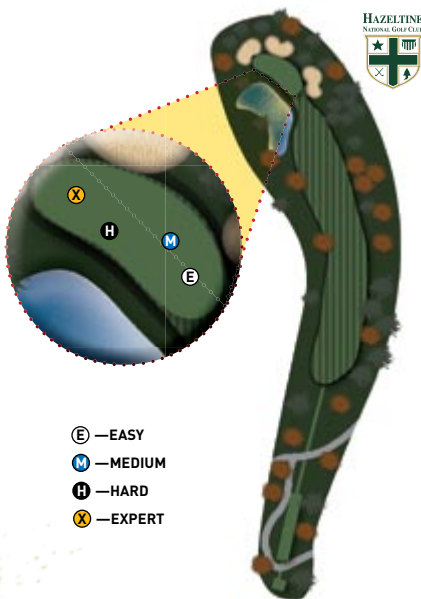
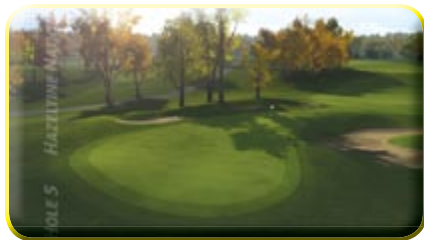
## Hazeltine National Golf Club



### #5 Hazeltine National Golf Club Par 4 - Handicap 3

A new teeing ground has added almost fifty yards to this hole, a favorite of the Hazeltine members. The longest hitters can try to fly the fairway bunkers, but the ball usually ends up in the left rough, the thickest on the course. The green is narrow and the deep bunkers in the front and on the sides are to be avoided at all costs.

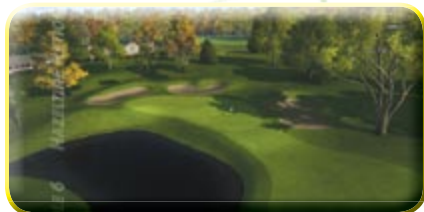
○ 362 ● 396 ● 455



### #6 Hazeltine National Golf Club Par 4 - Handicap 5

This hole has changed remarkably little since the course opened. Of prime importance is avoiding the woods on either side of the narrow fairway. Players who can hit a driver into the fairway will be able to attack the hole locations on the long green that sits between bunkers on the right and a pond on the left. Those who lay up will face shots that must challenge the hazards or end up too far from the hole.

○ 345 ● 380 ● 405

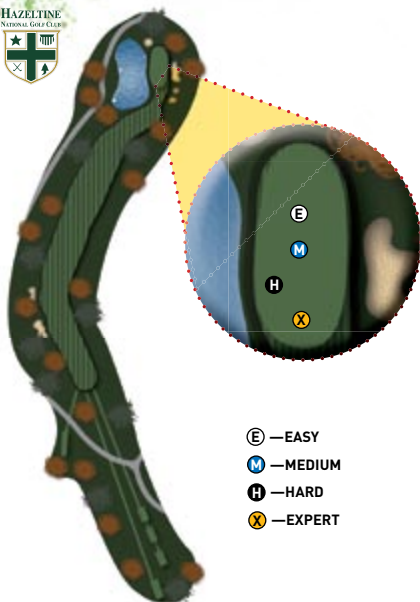


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## #7 Hazeltine National Golf Club Par 5 - Handicap 9

The shortest of the par 5s at Hazeltine, the 7th presents a variety of options. During the 2002 PGA Championship, most players went for the green in two when the hole played at 543 yards. That can be a dicey strategy, since the pond on the left prevents easy access and the green can be hard to hold if it is downwind.

○ 474 ● 518 ● 570

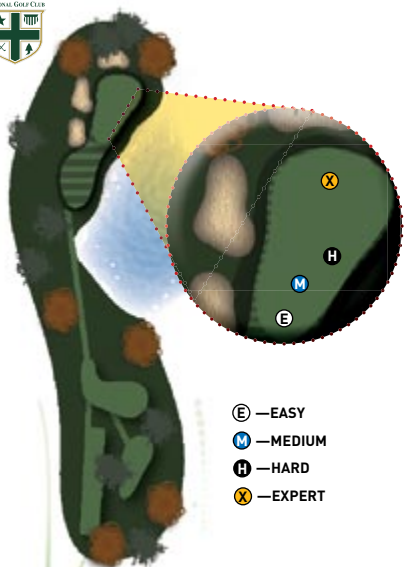
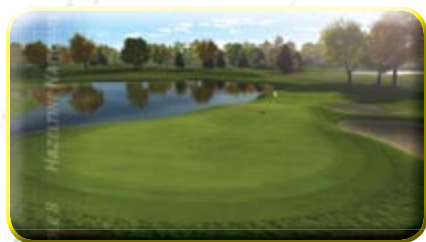


**(E)** — EASY  
**(M)** — MEDIUM  
**(H)** — HARD  
**(X)** — EXPERT

## #8 Hazeltine National Golf Club Par 3 - Handicap 15

Looking at the yardage, this might appear to be a relatively easy hole for the best players in the world. However, the small green encircled by water and sand is anything but easy. Those who try to play it more aggressively, especially when the hole is cut in the narrow front portion of the green, are usually penalized.

○ 124 ● 166 ● 176



**(E)** — EASY  
**(M)** — MEDIUM  
**(H)** — HARD  
**(X)** — EXPERT

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## Hazeltine National Golf Club

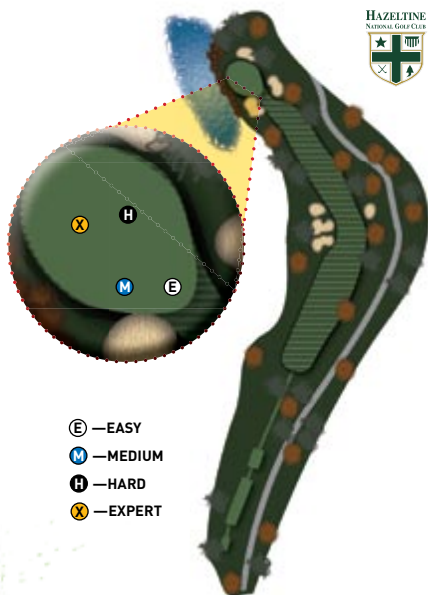


### #9 Hazeltine National Golf Club Par 4 - Handicap 11

The 9th hole is the same length that it was in 2002, but the fairway bunkers on either side have been pushed closer to the green, making one of the toughest driving holes on the course even more difficult. Hitting uphill into a green that's difficult to see means that players have to be precise in their yardage. Anything long or left of a hole cut in the depression on the right side will likely lead to a bogey.

○ 380 ● 425 ● 432

(E) —EASY  
(M) —MEDIUM  
(H) —HARD  
(X) —EXPERT



### #10 Hazeltine National Golf Club Par 4 - Handicap 10

Accuracy off of the tee is critical on the opening hole of the back nine. The perfect drive is to the corner of the dogleg. From there, the hole plunges down the hill toward Hazeltine Lake. Back left hole locations are particularly difficult, since they bring the lake into play, and approach shots that end up to the right of the ridge that bisects the green will leave two hard putts to make par.

○ 376 ● 402 ● 442

(E) —EASY  
(M) —MEDIUM  
(H) —HARD  
(X) —EXPERT

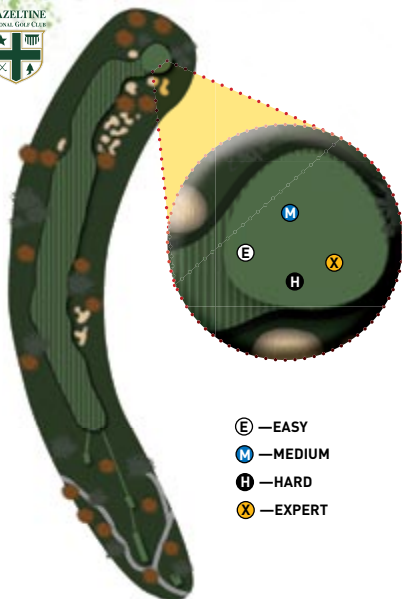


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## #11 Hazeltine National Golf Club Par 5 - Handicap 4

This hole requires a long drive that needs to find the fairway. If so, an eagle is definitely possible for the longer hitters. Although attempts to reach the green in two that come up short will now find a new bunker from which a birdie will be an unlikely score.

○ 515 ● 570 ● 606

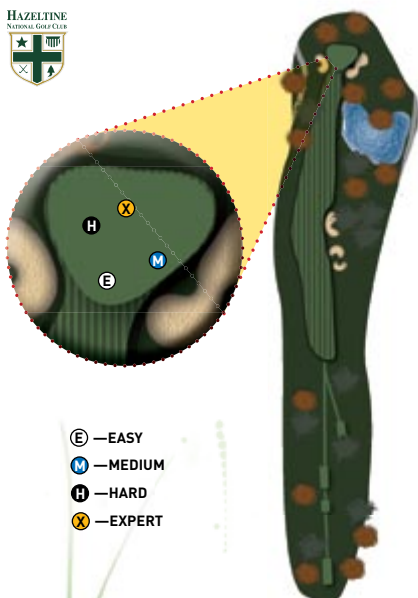


(E) — EASY  
 (M) — MEDIUM  
 (H) — HARD  
 (X) — EXPERT

## #12 Hazeltine National Golf Club Par 4 - Handicap 2

Already thought to be one of the hardest holes on the course, a new tee has added fifty yards to it, making it truly daunting. The tee shot is relatively wide open and plays into the prevailing summer wind. The green is shallow and firm, making approach shots difficult. Other than a slick slope in the front of the green, most putts are relatively flat, but subtle breaks and the length of the hole will make birdies quite rare.

○ 378 ● 430 ● 520

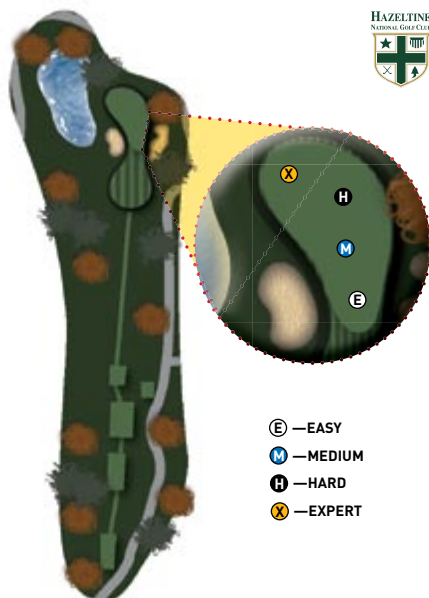


(E) — EASY  
 (M) — MEDIUM  
 (H) — HARD  
 (X) — EXPERT



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine		Oakmont	
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry		Wentworth (West)	

## Hazeltine National Golf Club



### #13 Hazeltine National Golf Club Par 3 - Handicap 16

Following the difficult 12th hole, the hardest par 3 at Hazeltine provides no respite. A pond on the left, trees on the right, bunkers front and right, and difficult hole locations provide plenty of challenges.

○ 164 ● 192 ● 247



### #14 Hazeltine National Golf Club Par 4 - Handicap 14

Billy Casper called this one of the greatest short par 4s in golf. A new cross bunker short of the green enhances the risk/reward character of the hole. It seems easy on paper, but accuracy is essential, and the small green has hole locations that make birdies quite rare.

○ 310 ● 352 ● 352



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltime		Oakmont	
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry		Wentworth (West)	



## #15 Hazeltime National Golf Club Par 5 - Handicap 6

In 2002, Tiger Woods began his charge here, with the first of four closing birdies, perhaps the greatest finish by a contender in major championship history, although he fell one stroke short of victory. A new tee has added length to the hole, bringing bunkers back into play on the drive and the second shot, which should lead to higher scores, especially into the wind.

○ 525 ● 575 ● 642



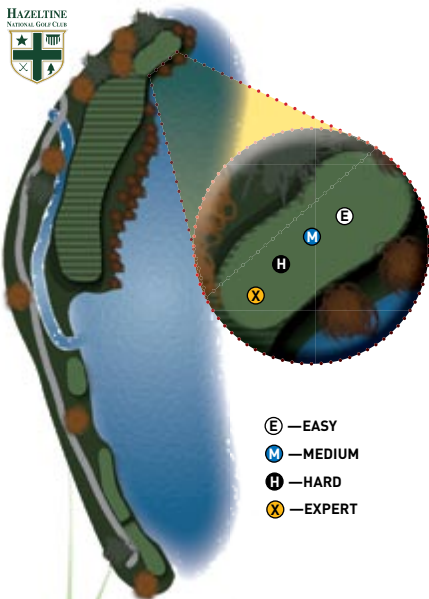
(E) —EASY  
 (M) —MEDIUM  
 (H) —HARD  
 (X) —EXPERT



## #16 Hazeltime National Golf Club Par 4 - Handicap 12

The drive is over Hazeltime Lake, and must also be kept short of the creek on the left side of the fairway. The right rough is no bargain either, since the narrow, elevated green angles away and is difficult to hold. Hole locations along the right side bring the lake back into play. Anything can happen here.

○ 312 ● 380 ● 402

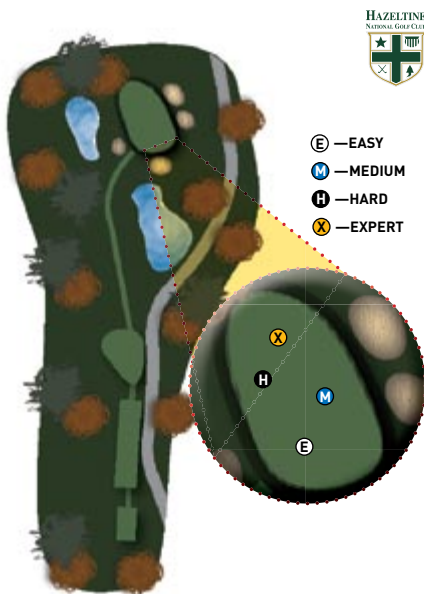


(E) —EASY  
 (M) —MEDIUM  
 (H) —HARD  
 (X) —EXPERT



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine		Oakmont	
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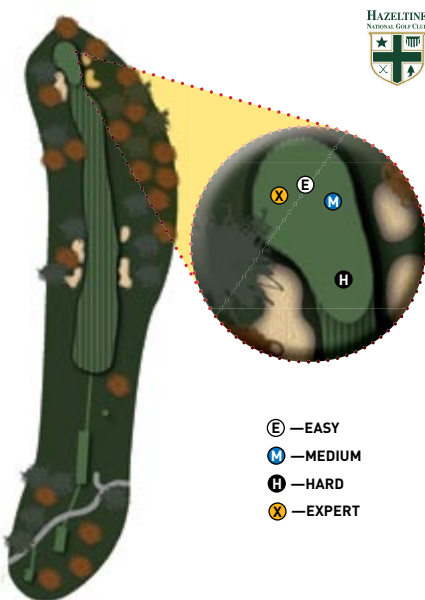
## Hazeltine National Golf Club



### #17 Hazeltine National Golf Club Par 3 - Handicap 18

This hole features a beautiful green site surrounded by bunkers and water. A large bowl in the front left portion of the green will capture any shots that are off the mark of the hole locations along the relatively narrow shelves on the right side and in the back. From there, three putts are common, making this green one of the most difficult on the golf course.

○ 135 ● 182 ● 182



### #18 Hazeltine National Golf Club Par 4 - Handicap 8

A new tee has lengthened the closing hole, forcing players to fit their drives between the bunkers on the left and right. The approach shots are played to a green with three distinct tiers, so accuracy is at a premium, especially if the hole is cut in the narrow front part of the green. It's a perfect setup for a dramatic finish.

○ 358 ● 416 ● 474



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		



## Oakmont Country Club

Oakmont, PA • Opened 1903

Par 71 • 7,157 yards

Architect Henry Fownes

The front nine of the West Course at Oakmont CC sports small greens, while the back nine has larger greens and more yardage, designed to test your game fully. Oakmont

Country Club has hosted more major championships than any other course in the United States, including eight U.S. Opens, five U.S. Amateurs, three PGA Championships, and two U.S. Women's Open. Oakmont remains perhaps the most difficult course in North America, with 210 deep bunkers (personified by the Church Pews), hard and slick greens that slope away from the player, and tight fairways requiring the utmost precision.





Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses		Extras			
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

## Oakmont Country Club

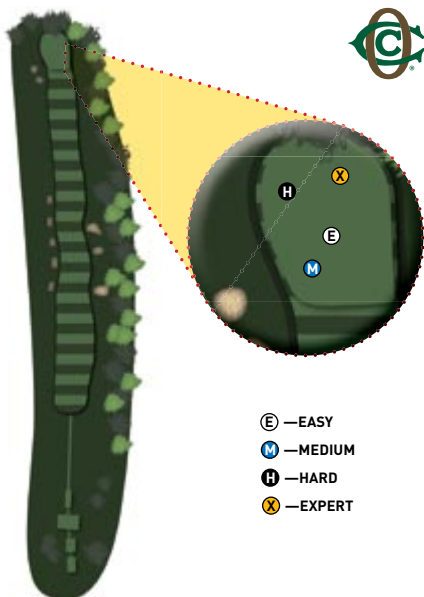


### #1 Oakmont Country Club

#### Par 4 - Handicap 1

One of the hardest opening holes in golf, this long par 4 requires a blind mid iron to a green that slopes away from you and will receive only the crispest of iron shots. Two putts and par here is a great start.

○ 423 ● 441 ● 482

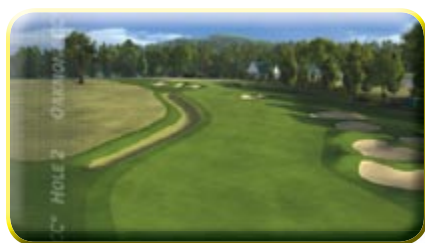


### #2 Oakmont Country Club

#### Par 4 - Handicap 5

On this short par 4, a long iron off the teeing ground (avoiding the ditch on the left and the bunkers on the right) sets up a short iron to an infamous green. You must approach your putt from below the hole; three putts are common from above it.

○ 317 ● 325 ● 340



Intro/New Features		Game Modes	Gameplay Basics	Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses		Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)



## #3 Oakmont Country Club

### Par 4 - Handicap 3

The famous Church Pews bunker on the left and severe fairway bunkers on the right make for a difficult driving hole. A good drive sets up a short iron to an elevated, but fairly flat green by Oakmont standards. It slopes slightly away from you toward the back.

○ 378 ● 390 ● 428



H  
X  
E  
M

Ⓔ — EASY  
Ⓜ — MEDIUM  
ⓗ — HARD  
ⓧ — EXPERT



## #4 Oakmont Country Club

### Par 5 - Handicap 15

Here, the Church Pews again penalize an errant drive on the left, and bunkers in the right rough are very severe. However, for the long hitters, this par 5 is reachable in two and it's definitely a birdie hole.

○ 504 ● 512 ● 609



X  
H  
M  
E

Ⓔ — EASY  
Ⓜ — MEDIUM  
ⓗ — HARD  
ⓧ — EXPERT



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
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## Oakmont Country Club

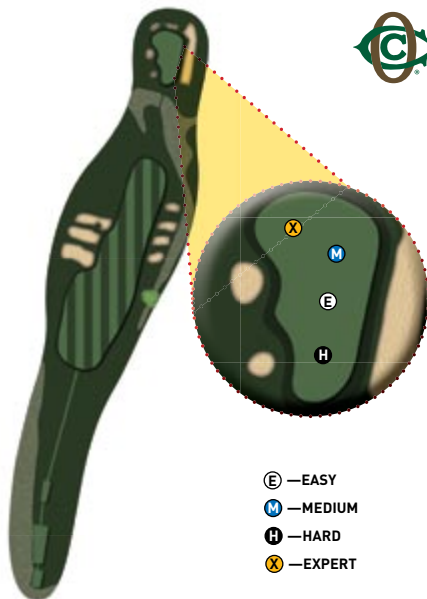
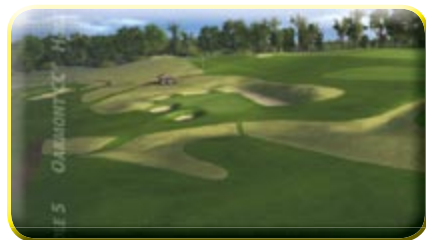


### #5 Oakmont Country Club

#### Par 4 - Handicap 11

Anything from a long iron to driver off the tee will leave you with a short approach into this green, which is very undulating and makes putting difficult. But, there should be some birdies here, as it isn't a very long hole.

○ 347 ● 349 ● 382



- E —EASY
- M —MEDIUM
- H —HARD
- X —EXPERT

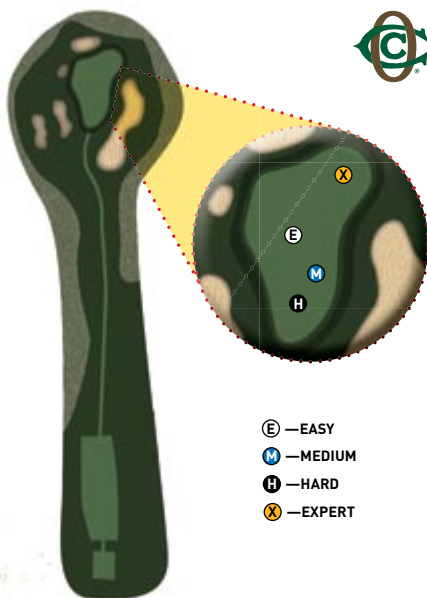


### #6 Oakmont Country Club

#### Par 3 - Handicap 9

On the first of Oakmont's par 3 holes, go with a mid-iron shot to a small green that slopes from right to left. Missing the green to the right will leave a very difficult up-and-down.

○ 152 ● 168 ● 194



- E —EASY
- M —MEDIUM
- H —HARD
- X —EXPERT

Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses		Extras			
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Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

## #7 Oakmont Country Club

### Par 4 - Handicap 13

A good drive on this longish par 4 leaves a long iron to another severe green that slopes from left to right. To miss the green on the left can be disastrous. Par is a great score on this difficult par 4.

○ 357 ● 370 ● 479



- (E) — EASY
- (M) — MEDIUM
- (H) — HARD
- (X) — EXPERT



## #8 Oakmont Country Club

### Par 3 - Handicap 7

This extremely long par 3 requires a long iron or fairway wood to a fairly large green without much undulation. A bunker called "Sahara," some 100 yards long, sits to the left of the green, making the tee shot very intimidating.

○ 207 ● 225 ● 288



- (E) — EASY
- (M) — MEDIUM
- (H) — HARD
- (X) — EXPERT





Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses		Extras			
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Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

## Oakmont Country Club



### #9 Oakmont Country Club

#### Par 4 - Handicap 17

This very difficult, blind, uphill driving hole has a severe ditch on the left and severe pot bunkers right. This pivotal hole was converted to a long par 4 for the U.S. Open. The huge, severely undulating green also serves as the practice putting green.

○ 459 ● 462 ● 477



- —EASY
- —MEDIUM
- —HARD
- —EXPERT



### #10 Oakmont Country Club

#### Par 4 - Handicap 2

This par 4 features yet another downhill, narrow driving lane with dangerous fairway bunkers right and left. A short iron follows to a very difficult green that slopes from front-right to back-left. Four is a great score here.

○ 436 ● 440 ● 462



- —EASY
- —MEDIUM
- —HARD
- —EXPERT



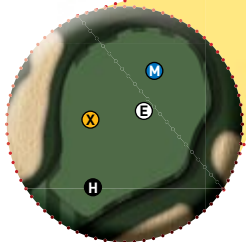
Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
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Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

## #11 Oakmont Country Club

### Par 4 - Handicap 12

This short, uphill par 4 is best played with a long iron or 3-wood to reach the plateau in the fairway, although big hitters can try to carry the ditch if they feel risky. The short-iron approach shot is to a flattish green that slopes from back to front.

○ 307 ● 328 ● 379



- E —EASY
- M —MEDIUM
- H —HARD
- X —EXPERT



## #12 Oakmont Country Club

### Par 5 - Handicap 8

Typically a 3-shot hole, this final par 5 is the toughest one at Oakmont. It will take a couple of very long and accurate shots to find the green in two. Laying up to set up a wedge third shot is the safe play. The severe green slopes away from you, making approach shots and putts very difficult.

○ 550 ● 562 ● 667

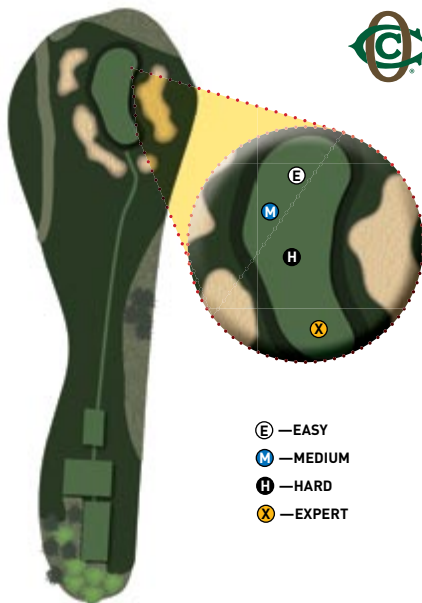


- E —EASY
- M —MEDIUM
- H —HARD
- X —EXPERT



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Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

## Oakmont Country Club



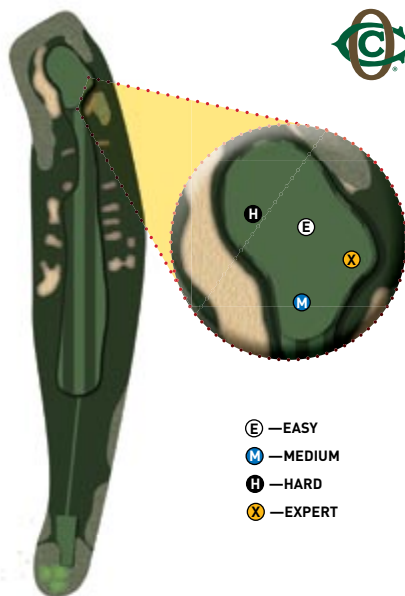
- Ⓔ —EASY
- Ⓜ —MEDIUM
- Ⓕ —HARD
- ⓧ —EXPERT



### #13 Oakmont Country Club Par 3 - Handicap 14

On this mid-iron par 3, the hourglass green is very narrow. A miss long or to the right makes par a fading fantasy. Stay below the hole to have a better chance for a birdie putt.

○ 139 ● 153 ● 183



- Ⓔ —EASY
- Ⓜ —MEDIUM
- Ⓕ —HARD
- ⓧ —EXPERT



### #14 Oakmont Country Club Par 4 - Handicap 18

This short par 4 requires a long iron off the tee, unless you want to try to thread the needle with a driver. The green has a lot of subtleties to it and generally slopes from right to left, so stay left of the flagstick to have an uphill birdie putt.

○ 332 ● 340 ● 358



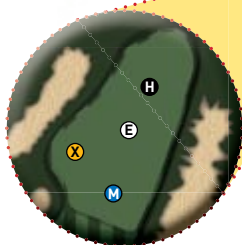
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Elevate Your Game		Courses		Wii™ Exclusive Courses		Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont
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## #15 Oakmont Country Club

### Par 4 - Handicap 6

This long par 4 features a blind tee shot to a fairway that slopes from left to right. The Church Pews on the left and severe ditches and bunkers on the right call for another straight drive. A mid to long iron sets up a second shot to a very large green with many difficult subtleties.

○ 428 ● 434 ● 499



(E) —EASY  
(M) —MEDIUM  
(H) —HARD  
(X) —EXPERT

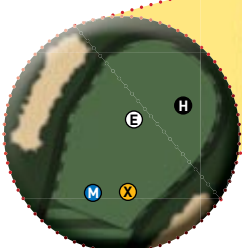


## #16 Oakmont Country Club

### Par 3 - Handicap 10

Number 16 is a long par 3, which has a fairly large green that slopes from left to right. To miss this green to the left is asking for some serious trouble.

○ 189 ● 211 ● 231



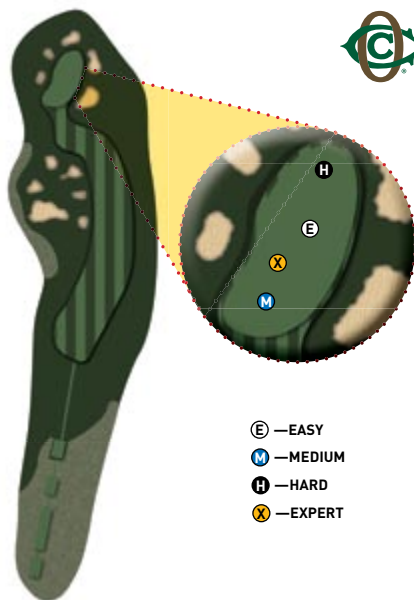
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(H) —HARD  
(X) —EXPERT





Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
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## Oakmont Country Club



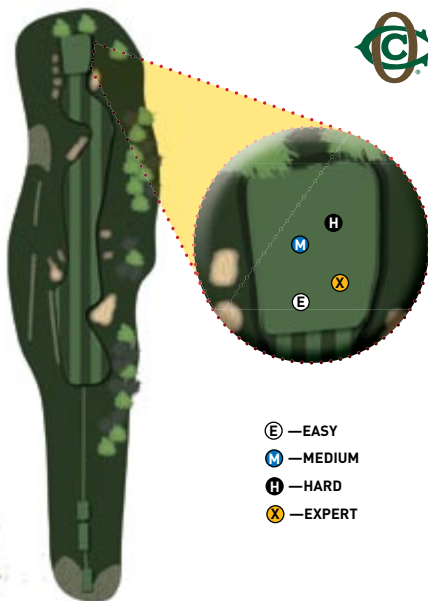
- Ⓔ —EASY
- Ⓜ —MEDIUM
- ⓗ —HARD
- ⓧ —EXPERT



### #17 Oakmont Country Club Par 4 - Handicap 16

Although some players can drive this par 4, bunkers 50 yards from the green will make you think twice before trying to do so. Either a long iron and wedge over "Big Mouth" or a driver to the green makes this hole very exciting.

○ 276 ● 296 ● 313



- Ⓔ —EASY
- Ⓜ —MEDIUM
- ⓗ —HARD
- ⓧ —EXPERT



### #18 Oakmont Country Club Par 4 - Handicap 4

This is by far the most picturesque hole at Oakmont and perhaps the greatest finishing par 4 in golf. You must drive the fairway to avoid the "chip out" bunkers on the left and right. And an uphill mid iron to a very undulating green makes for a great finish!

○ 420 ● 430 ● 484



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		



## Pebble Beach Golf Links®

Pebble Beach, CA • Opened 1919

Par 72 • 6,737 yards

Architects Jack Neville, Douglas Grant

Host to four U.S. Open Championships, the exquisite beauty and unique challenge of this heralded golf links have thrilled golfers and spectators alike. Pebble Beach is laid out in a figure-eight with roughly half the holes overlooking or in close proximity to the rocky shoreline.

Ocean breezes can be a major influence on how the course is attacked, especially on the tougher seaside 8th, 9th and 10th holes. The most famous hole on the course is the 18th, which features a tee shot that sails over the rocky coastline to the left en route to the fairway.



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
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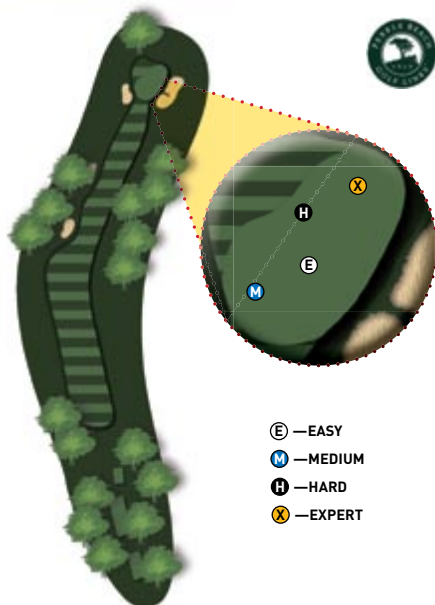
## Pebble Beach Golf Links

### #1 Pebble Beach Golf Links

#### Par 4 - Handicap 8

The opening hole at Pebble Beach is a forgiving one for those with the first-tee jitters. It is best to take aim at the right edge of the first bunker beyond the fairway with a 3-wood or long iron. Pay close attention to the putt on this first hole.

○ 331 ● 345 ● 376



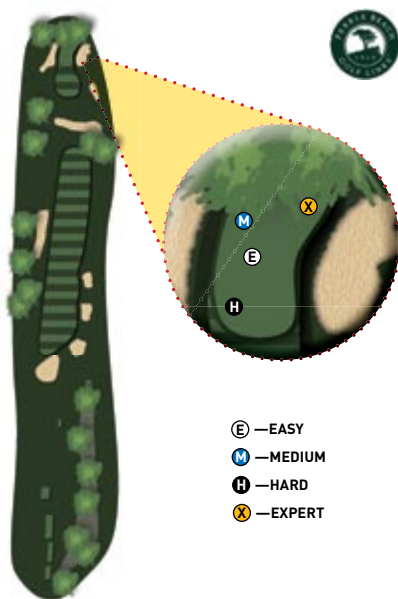
E — EASY  
 M — MEDIUM  
 H — HARD  
 X — EXPERT

### #2 Pebble Beach Golf Links

#### Par 5 - Handicap 10

If you find the fairway on this short par 5, you might be able to reach the green in two. Another option is to lay up short of the deep bunker or barranca that's hidden 75 yards from this green.

○ 427 ● 460 ● 502



E — EASY  
 M — MEDIUM  
 H — HARD  
 X — EXPERT

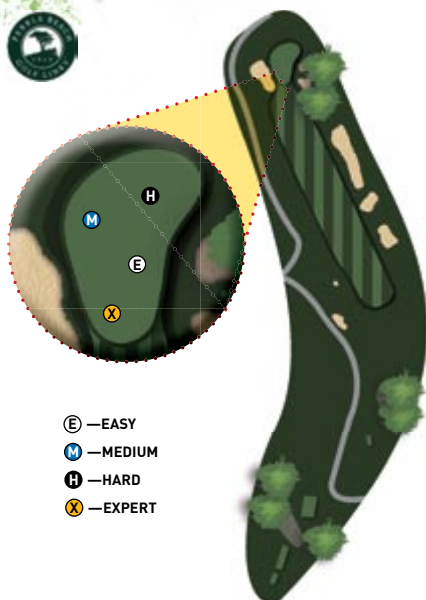
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## #3 Pebble Beach Golf Links

### Par 4 - Handicap 12

A slight draw around the corner of this dogleg left leaves you in perfect position for a short pitch to the green. If you play it safe to the far right of the barranca, be prepared to contend with the bunkers flanking the right side of the green.

○ 330 ● 337 ● 374



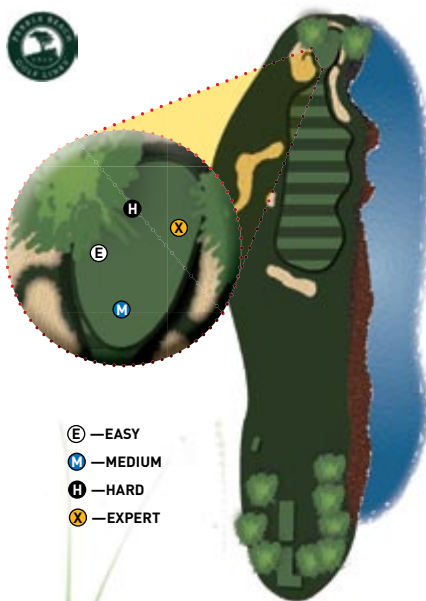
(E) —EASY  
 (M) —MEDIUM  
 (H) —HARD  
 (X) —EXPERT

## #4 Pebble Beach Golf Links

### Par 4 - Handicap 16

A long iron or 3-wood to carry the long bunker in the center of the fairway is your best bet on this short, uphill par 4. Leave it below the hole here with your second shot. Par is an excellent score at the 4th.

○ 295 ● 308 ● 327



(E) —EASY  
 (M) —MEDIUM  
 (H) —HARD  
 (X) —EXPERT



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
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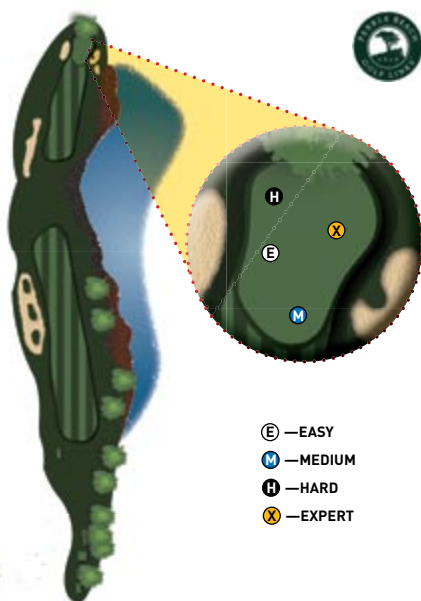
## Pebble Beach Golf Links



### #5 Pebble Beach Golf Links Par 3 - Handicap 14

Opened for play in November 1998, this spectacular new addition is sure to test your mettle. Designed by Jack Nicklaus, this beautiful par 3 sits naturally upon the bluffs overlooking Stillwater Cove. The safest play is to the left-center of this green.

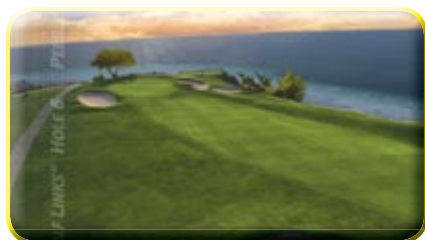
○ 129 ● 142 ● 187



### #6 Pebble Beach Golf Links Par 5 - Handicap 2

The best spot to put your tee shot here on this par 5 is the left-center of the fairway. Your second shot is blind up the steep slope, so watch out for the two long bunkers on the left side of the landing area. There is a signature Shore Pine tree right behind the green and it's good a target at which to aim your second shot.

○ 466 ● 484 ● 500



Intro/New Features		Game Modes	Gameplay Basics	Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses		Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont
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## #7 Pebble Beach Golf Links

### Par 3 - Handicap 18

There are no words that can describe the 7th at Pebble Beach ... the shortest, and possibly the most beautiful hole in championship golf. Knock down a short iron and keep the ball from ballooning in the breeze. Take a moment to soak in the beauty of your surroundings.

○ 97 ● 97 ● 106



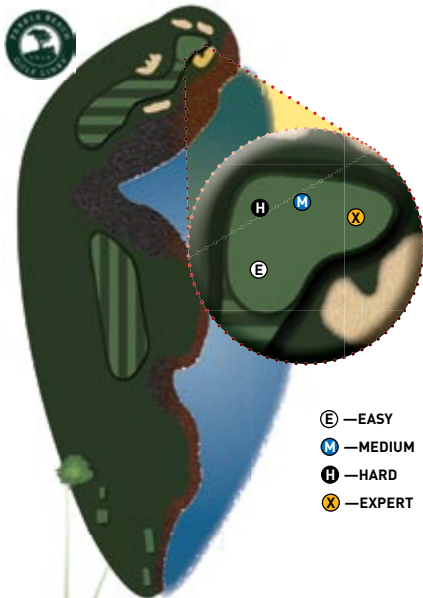
(E) —EASY  
 (M) —MEDIUM  
 (H) —HARD  
 (X) —EXPERT

## #8 Pebble Beach Golf Links

### Par 4 - Handicap 6

It's absolutely crucial to find the fairway with what probably will be a 3-wood or 2-iron hit blind from the tee. Unfortunately, however, there's not much fairway to find. Those who hit safely will face a mid iron over the waves. Those who don't probably will play for bogey.

○ 369 ● 389 ● 416



(E) —EASY  
 (M) —MEDIUM  
 (H) —HARD  
 (X) —EXPERT

Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses			Wii™ Exclusive Courses			Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

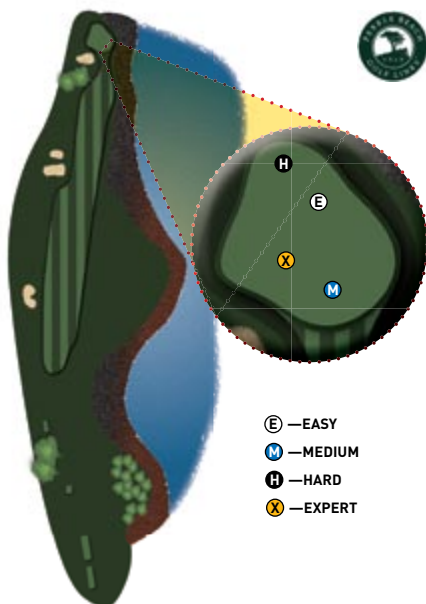
## Pebble Beach Golf Links

### #9 Pebble Beach Golf Links

#### Par 4 - Handicap 4

The ninth at Pebble Beach is perhaps the toughest hole on the course. Take aim at the left center of the fairway, hit it long, and beware of the bunker on the left. There is a deep, bunkered gully left and short that will punish any kind of a limp or timid approach.

○ 431 ● 441 ● 462

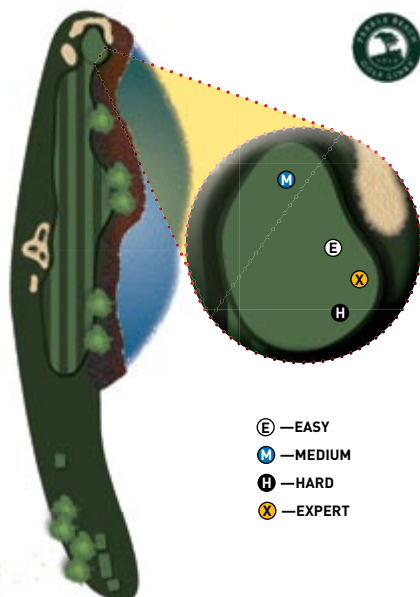


### #10 Pebble Beach Golf Links

#### Par 4 - Handicap 7

A strong tee shot to the left half of this fairway will leave you with a medium iron shot. Take enough club on your approach to carry the inlet on the right. Watch out for bunkers left and long because they will capture any kind of an errant shot. The green slopes toward the ocean from left to right.

○ 407 ● 413 ● 430



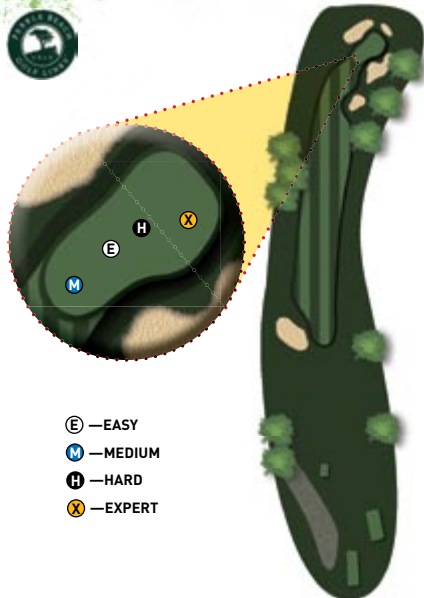
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Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

## #11 Pebble Beach Golf Links

### Par 4 - Handicap 5

The tee shot must be hit blind to a landing area that is only 28 yards wide. On the approach, only the front left of the green is visible. The green slopes severely from back to front; a chip or even a putt could easily run right off the putting surface.

○ 339 ● 349 ● 373



- Ⓔ — EASY
- Ⓜ — MEDIUM
- ⓗ — HARD
- ⓧ — EXPERT

## #12 Pebble Beach Golf Links

### Par 3 - Handicap 17

The staggered bunkers in front of the 12th green give a false perspective on this long par 3. Club selection is key in approaching this wide but shallow green. Check the wind by looking back at the flag on 11. The wind above the trees—undetectable by eyeing the flagstick—may alter your shot.

○ 179 ● 187 ● 201

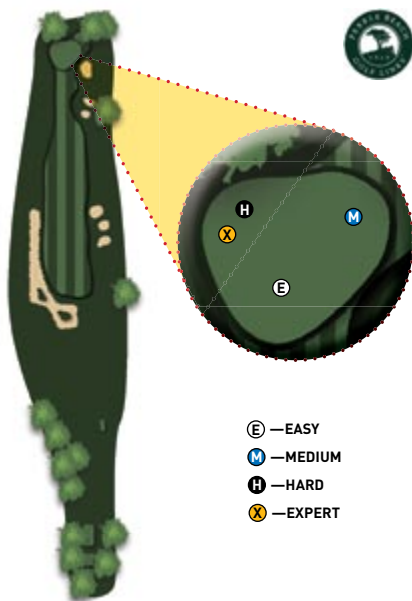


- Ⓔ — EASY
- Ⓜ — MEDIUM
- ⓗ — HARD
- ⓧ — EXPERT



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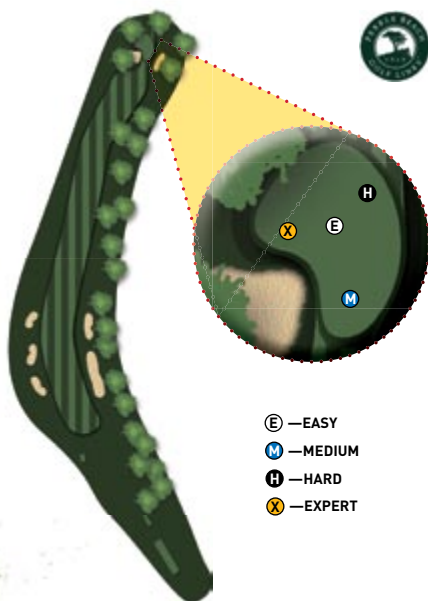
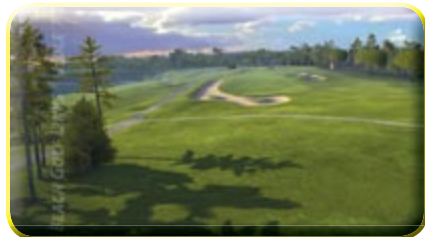
## Pebble Beach Golf Links



### #13 Pebble Beach Golf Links Par 4 - Handicap 9

The 13th at Pebble Beach is an uphill par 4 that plays longer than the yardage. Line up over the right edge of the fairway bunker and try and hit some kind of a draw to get it as far up this fairway as possible. Hit it to the right of the flag and it should break down to the left.

○ 368 ● 376 ● 393



### #14 Pebble Beach Golf Links Par 5 - Handicap 1

This dogleg right par 5 is usually a three-shot hole for most people. A well placed bunker on the right will capture any kind of a cut tee shot and you have to hit as much club as possible on the second shot so that you leave yourself a shorter shot into this very severe, little par 5 green.

○ 548 ● 560 ● 572



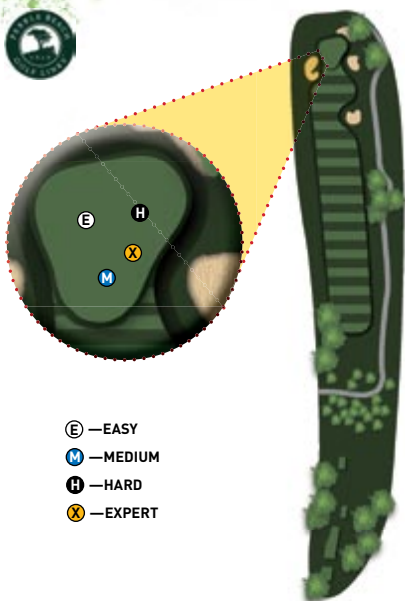
Intro/New Features		Game Modes	Gameplay Basics	Wii™ Strategies		Build A Golfer	
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Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)

## #15 Pebble Beach Golf Links

### Par 4 - Handicap 13

This medium length par 4 sets up perfectly for an accurate tee shot. A well-placed drive in the center of the fairway will leave you with a medium to short iron from the down slope. Remember the location of the ocean on the left, as putts will move in this direction.

○ 349 ● 373 ● 396

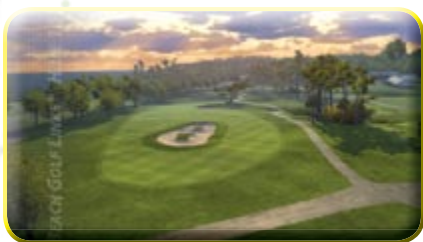


## #16 Pebble Beach Golf Links

### Par 4 - Handicap 11

Aim directly over the island bunker with a 3-wood or long iron. Don't try to cut the dogleg here; the right side is really dangerous. Hit your approach shot to the right side of the green just like you did on 13, as all of these balls will break to the left.

○ 376 ● 383 ● 401



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses			Wii™ Exclusive Courses			Extras	
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## Pebble Beach Golf Links

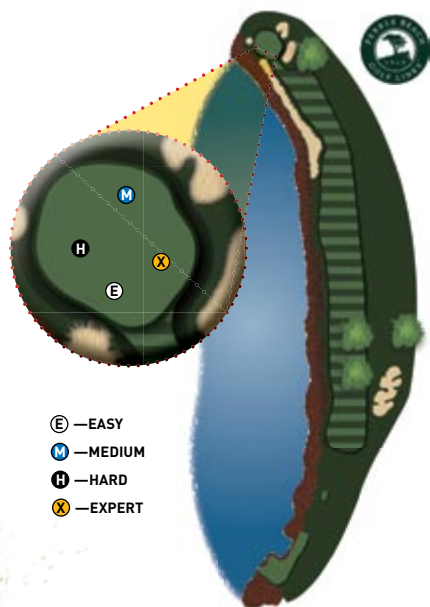


- Ⓔ —EASY
- Ⓜ —MEDIUM
- ⓗ —HARD
- ⓧ —EXPERT

### #17 Pebble Beach Golf Links Par 3 - Handicap 15

Check the pin placement and wind conditions on this par 3. These two factors will determine your choice of club. Less is more on this hole, as the ocean is patiently waiting on the left and beyond the green.

○ 166 ● 172 ● 178



- Ⓔ —EASY
- Ⓜ —MEDIUM
- ⓗ —HARD
- ⓧ —EXPERT

### #18 Pebble Beach Golf Links Par 5 - Handicap 3

Perhaps the most famous finishing hole in all of golf, set up for three shots on the 18th hole and enjoy the walk. The best tee shot is to the left of the trees in the center of the fairway. Your short iron into the green must carry the frontal bunker—and finally, putts will tend to break toward the sea.

○ 509 ● 532 ● 543



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
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## Pinehurst™ No. 2

**Village of Pinehurst, NC • Opened 1907**

**Par 70 • 7,335 yards • Architect Donald Ross**

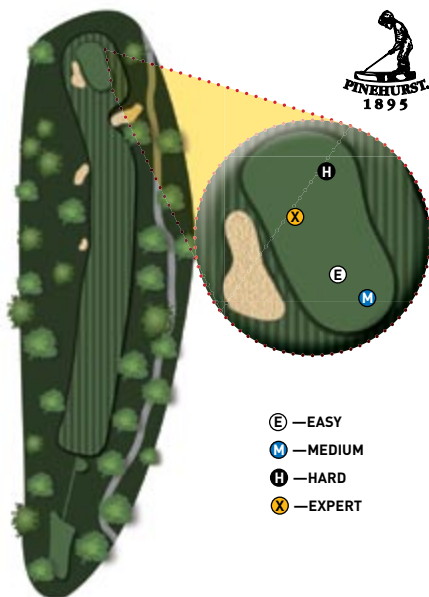
Immerse yourself in the finest golf experience at Pinehurst No. 2 and follow in the footsteps of golf legends. Because of its brilliant design parameters—including its notable length, crowned greens and smartly positioned bunkers—Course No. 2 is one of those rare courses that demands nothing short of perfection. There really isn't any such thing as "close enough" because slightly mishit balls roll and land in tough-to-recover spots. The 5th hole has one of the toughest approach shots anywhere.





Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
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## Pinehurst No. 2

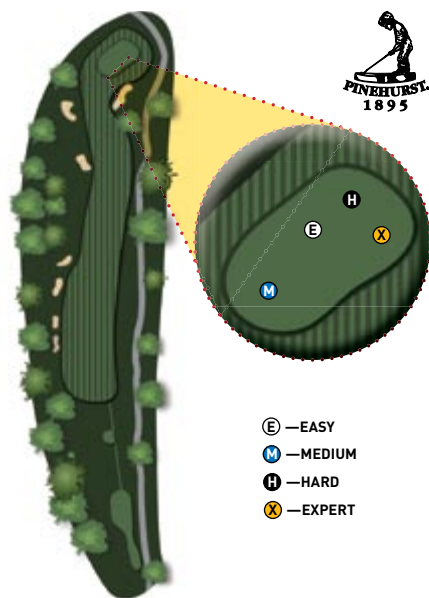


### #1 Pinehurst No. 2

#### Par 4 - Handicap 11

Donald Ross started No. 2 with a pretty straightforward par 4 with plenty of room to drive the ball. It's not too long of a hole but the green provides a glimpse of the challenges to come as mishit approaches will easily bounce away from the flag.

○ 375 ● 391 ● 405



### #2 Pinehurst No. 2

#### Par 4 - Handicap 3

The 2nd hole was the most difficult in the 2005 U.S. Open. The angle of approach on this long par 4 is key. A drive favoring the left side of the fairway will offer the best look at the green, which sits at an angle and is heavily bunkered front-right.

○ 410 ● 437 ● 472



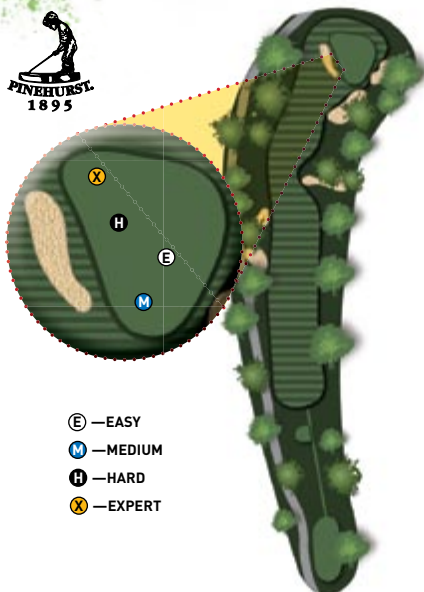
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## #3 Pinehurst No. 2

### Par 4 - Handicap 9

This short par 4 offers a good birdie opportunity. Short hitters can play for position off the tee short of the bunker that creeps into the fairway on the right, while big swingers can try to carry it. As for the approach, over the green is trouble.

○ 317 ● 327 ● 384

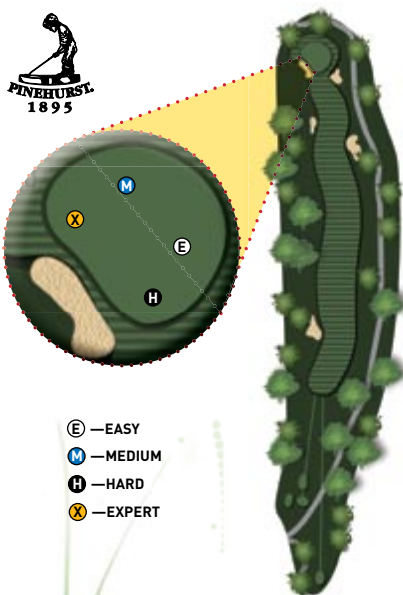


## #4 Pinehurst No. 2

### Par 5 - Handicap 15

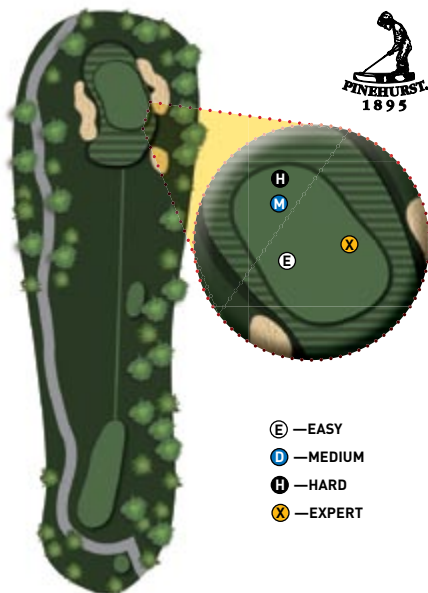
This classic Donald Ross par 5 is reachable for the long hitters, but for the average player it will play as a three-shot hole. Favor the left side with your tee shot on this slight dogleg left to allow for the slope of the fairway. Be cautious of the bunkers approaching the green on opposite sides in the front.

○ 482 ● 503 ● 568



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses		Extras			
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## Pinehurst No. 2

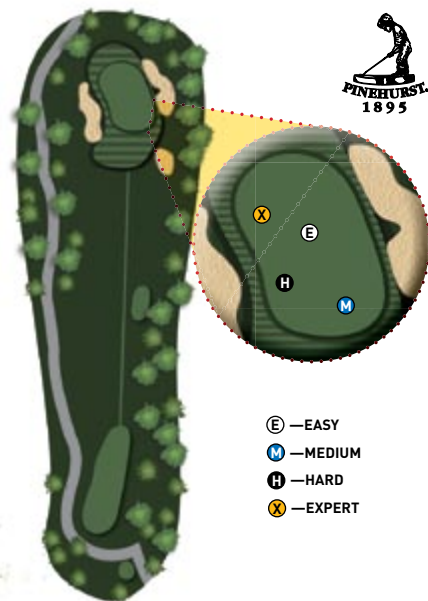


### #5 Pinehurst No. 2

#### Par 4 - Handicap 1

Favor the right side with your tee shot on this challenging par 4, since the fairway slopes severely from right to left. Aim your approach shot for the right side of the green, as any missed shot to the left will leave you with a very demanding up-and-down.

○ 431 ● 442 ● 476



### #6 Pinehurst No. 2

#### Par 3 - Handicap 7

This is the longest par 3 on the course and it's not an easy one. Bunkers catch anything hit a little off-line, and a severe slope off the front of the green repels shots hit short of the target.

○ 179 ● 194 ● 224



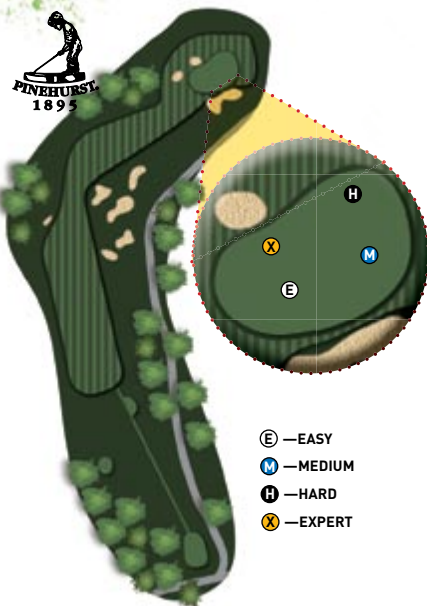
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## #7 Pinehurst No. 2

### Par 4 - Handicap 5

After holes 5 and 6, the 7th hole offers a bit of a breather. This is the sharpest dogleg on the course, and a cluster of bunkers on the right corner can grab tee shots that are pushed or leaked to the right. Favor the left-center off the tee, which will leave you a mid to short iron into a green sloped from back to front.

○ 377 ● 387 ● 407



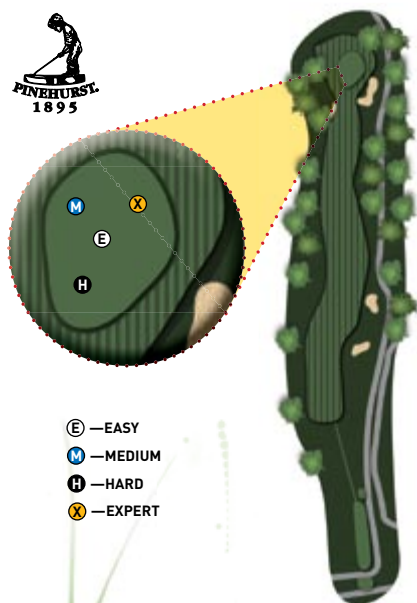
(E) — EASY  
(M) — MEDIUM  
(H) — HARD  
(X) — EXPERT

## #8 Pinehurst No. 2

### Par 4 - Handicap 17

Converted from a par 5 to a par 4 for the U.S. Open, this hole is quite a test. Be aware of the right-to-left slope in the fairway with your tee shot. Approach shots missed left or long will make for a difficult up-and-down. This green is dramatically sloped from back to front.

○ 457 ● 487 ● 497



(E) — EASY  
(M) — MEDIUM  
(H) — HARD  
(X) — EXPERT



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
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## Pinehurst No. 2



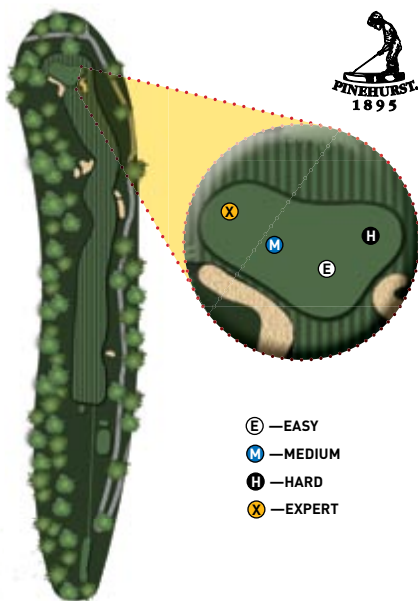
- Ⓔ —EASY
- Ⓜ —MEDIUM
- ⓗ —HARD
- ⓧ —EXPERT

### #9 Pinehurst No. 2

#### Par 3 - Handicap 13

This is the shortest hole on the course but nonetheless can bare some fangs. Club selection is essential, since most of the trouble lies to the left and behind the putting surface.

○ 151 ● 165 ● 190



- Ⓔ —EASY
- Ⓜ —MEDIUM
- ⓗ —HARD
- ⓧ —EXPERT

### #10 Pinehurst No. 2

#### Par 5 - Handicap 18

The back side starts with a par 5, the longest hole on the golf course. It is reachable for some players, although it won't be easy. Either way, it does provide a good birdie opportunity with a fairly unguarded approach into one of the course's easier greens.

○ 469 ● 596 ● 611



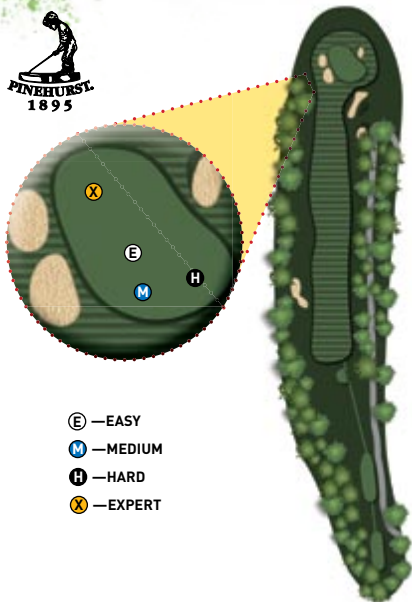
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## #11 Pinehurst No. 2

### Par 4 - Handicap 8

This is the first of a critical stretch of four par 4s. The fairway is bordered down the right side with traditional Pinehurst wire grass, pine needles and pinecones. The safe approach shot is to the right-center portion of the green.

○ 368 ● 434 ● 478

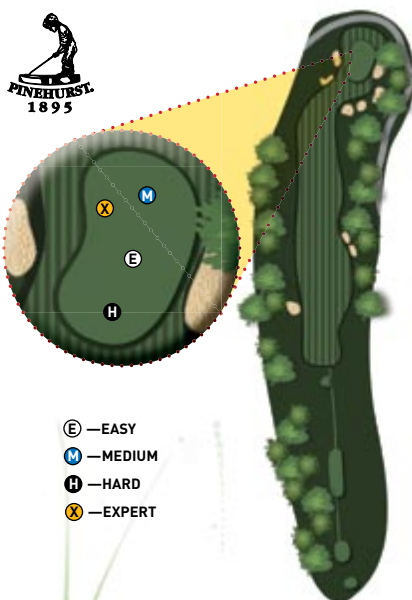


## #12 Pinehurst No. 2

### Par 4 - Handicap 10

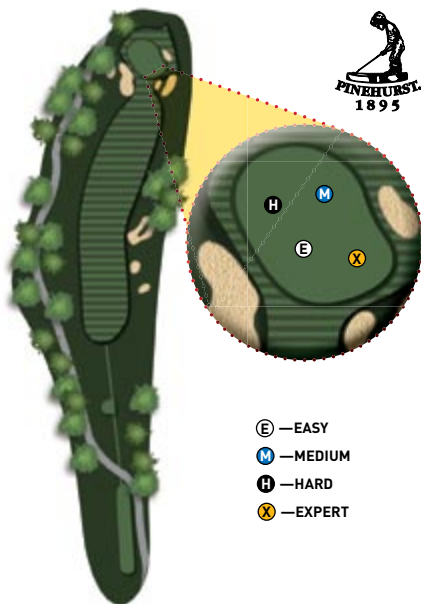
This subtle dogleg to the right requires an accurate tee shot, with pine needles and trees framing the right side of the fairway. A left-center tee shot affords the best angle into the green.

○ 351 ● 368 ● 451



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
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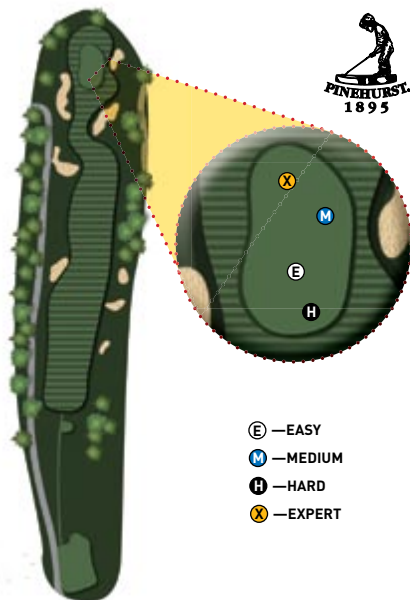


### #13 Pinehurst No. 2

#### Par 4 - Handicap 6

This classic, short par 4 is far from a push-over. Your tee shot must avoid the fairway bunkers on the right. Club selection into the green is crucial because an approach shot hit even slightly short will roll back down to the fairway.

○ 356 ● 365 ● 380



### #14 Pinehurst No. 2

#### Par 4 - Handicap 2

This scenic tee shot must favor the right side of the fairway, avoiding the deep fairway bunker on the left. Approach shots missed right or long will make for a challenging up-and-down as this green, protected by two bunkers, is severely sloped from back to front.

○ 400 ● 417 ● 471



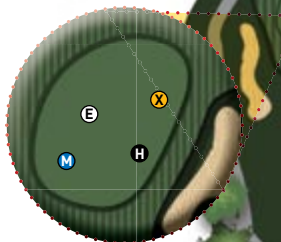
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## #15 Pinehurst No. 2

### Par 3 - Handicap 12

Number 15 is a long, difficult par 3. The pronounced crowning effect of this narrow green puts a premium on a well-struck tee shot. If anything, try to miss short rather than long.

○ 169 ● 183 ● 206



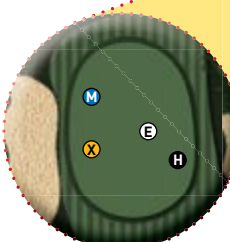
- — EASY
- — MEDIUM
- — HARD
- — EXPERT

## #16 Pinehurst No. 2

### Par 4 - Handicap 16

This hole played as a par 4 for the 2005 U.S. Open and was the second most difficult. The key element after a good tee shot is to be accurate with your approach to a very small, crowned green that is protected on three sides by bunkers.

○ 469 ● 516 ● 526

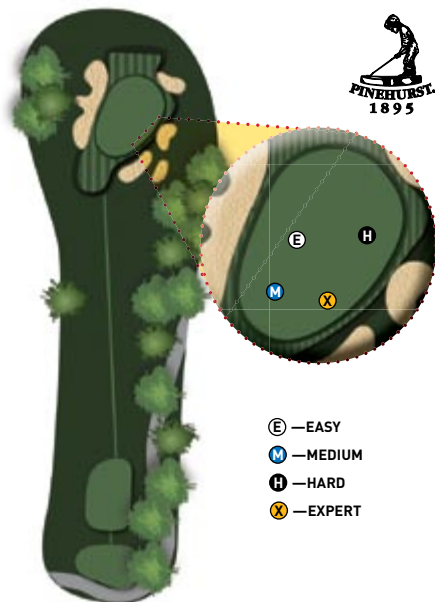


- — EASY
- — MEDIUM
- — HARD
- — EXPERT



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
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## Pinehurst No. 2

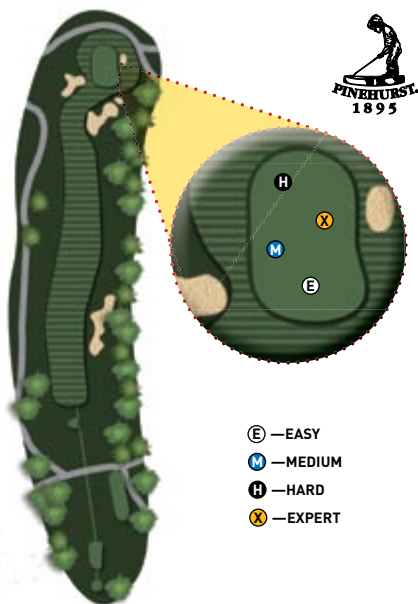


### #17 Pinehurst No. 2

#### Par 3 - Handicap 14

The last par 3 is surrounded by deep bunkers on all sides. The ideal shot shape for your tee ball is left to right. Right-side hole locations are the most difficult; be sure to take enough club.

○ 155 ● 165 ● 190



### #18 Pinehurst No. 2

#### Par 4 - Handicap 4

The 18th is a great finishing hole that has seen some memorable moments coming down the stretch in major championships. Favor the left side of this left-to-right sloping fairway to give you the best approach into the green. If you hit a good drive here a birdie is very possible.

○ 382 ● 417 ● 445



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
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## St Andrews Links

**St Andrews, Scotland • Opened 1552**

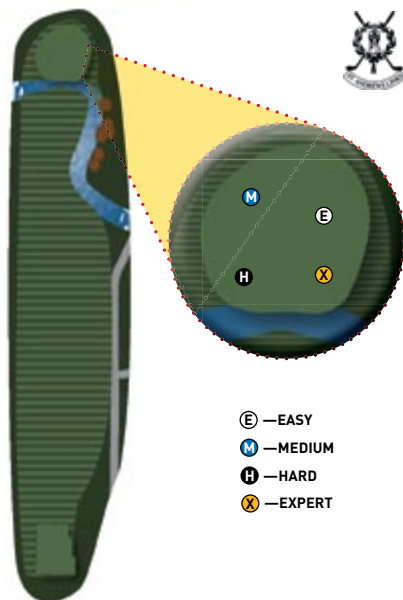
**Par 72 • 6,766 yards • Architect Old Tom Morris**

St Andrews Links is the Home of Golf, where the game evolved and where the spirit and traditions of golf have been safeguarded for more than six centuries. St Andrews Links is one of the most beautiful and unique golf locales in the world—and certainly one of the most challenging. The natural terrain, dominated for the most part by low greenery, long grasses and undulating dunes and hills—can torment golfers who have trouble hitting fairways consistently.



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
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Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

## St Andrews Links

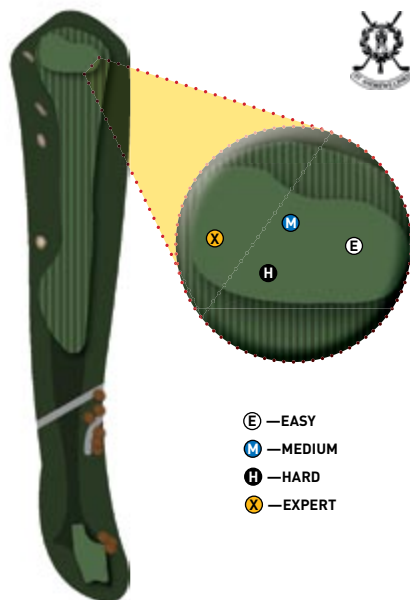


### #1 St Andrews Links

#### Par 4 - Handicap 15

The drive should be to the left-center of the fairway and away from the out-of-bounds on the right. The second should be played to avoid the burn that is hard against the front of the green. You have to get your tee shot over Grannie Clark's Wynd here.

○ 339 ● 370 ● 376



### #2 St Andrews Links

#### Par 4 - Handicap 3

The drive is blind from the championship tee, but less so from further forward. The right of the fairway features hidden bunkers and savage gorse. You won't be able to see the bottom of the flag from the fairway if the pin is to the left, while the right side is guarded by many hazards.

○ 375 ● 411 ● 413



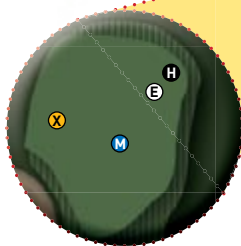
Intro/New Features		Game Modes	Gameplay Basics	Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses		Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)

## #3 St Andrews Links

### Par 4 - Handicap 13

There is plenty of fairway to the left of the flag before the Principal's Nose bunker comes into play. The 3rd is not a long hole, so you will invariably be hitting a lofted club to a green that slopes away from you. This green is enormous. Three-putts are not uncommon.

○ 321 ● 352 ● 397



- Ⓔ — EASY
- Ⓜ — MEDIUM
- ⓗ — HARD
- ⓧ — EXPERT

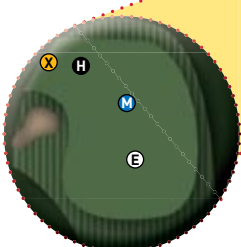
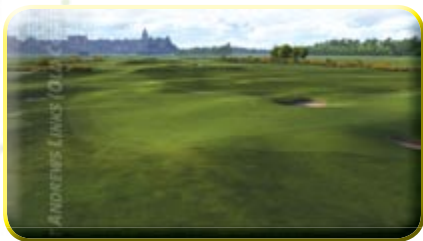


## #4 St Andrews Links

### Par 4 - Handicap 9

The safest play off the tee here at the 4th is to aim left over the prominent mound at about 150 yards. An approach shot from the right will avoid the large mound 20 yards from the middle of the green, while the shot from the left will have to carry an array of bunkers.

○ 401 ● 419 ● 464



- Ⓔ — EASY
- Ⓜ — MEDIUM
- ⓗ — HARD
- ⓧ — EXPERT





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## St Andrews Links

### #5 St Andrews Links

#### Par 5 - Handicap 1

Your target off the tee at number 5 should be just to the left of the pair of far-off bunkers, called the Spectacles. Then it's decision time. Can you carry the ridge? If the wind is in your face, it's usually best to lay up short, and be sure to look ahead to see where the pin is. The green is 100 yards deep so the distance to the pin varies considerably.

○ 454 ● 514 ● 568



(E) —EASY  
(M) —MEDIUM  
(H) —HARD  
(X) —EXPERT

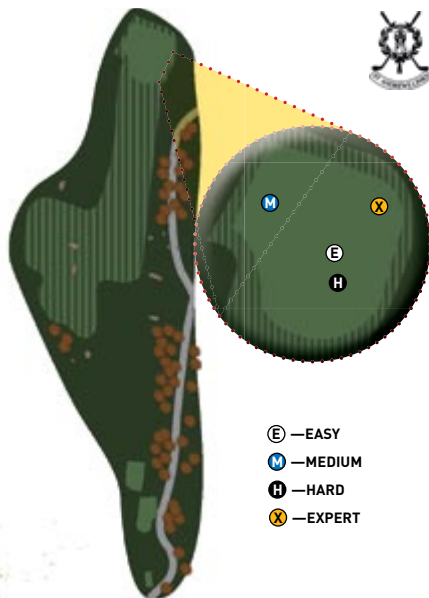


### #6 St Andrews Links

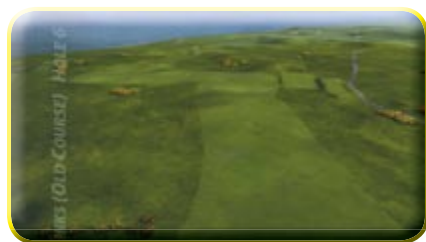
#### Par 4 - Handicap 11

This 6th fairway is just pockmarked with hazards. To put your approach close to the pin, you will have to negotiate the gully in front of the green. Whether you decide on the chip-and-run option or the aerial approach, this dip is the only hazard to take into consideration.

○ 325 ● 374 ● 412



(E) —EASY  
(M) —MEDIUM  
(H) —HARD  
(X) —EXPERT



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
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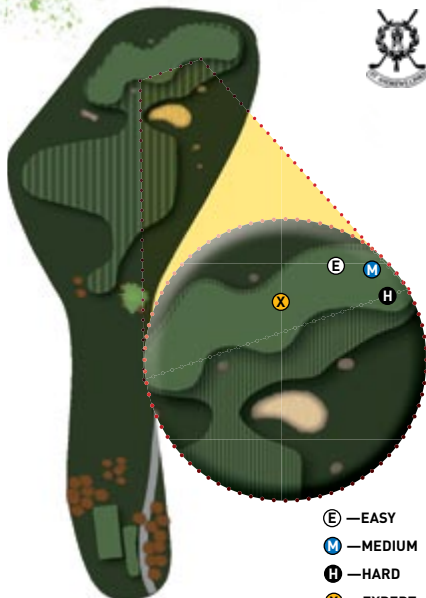


## #7 St Andrews Links

### Par 4 - Handicap 7

The most direct line to the green is straight over the gorse bushes. Those less able can drive straight down the middle to the right side of the large knoll in the fairway. The green has a variety of humps and hollows, so a certain amount of luck is required to get the ball near the flag here.

○ 335 ● 359 ● 388

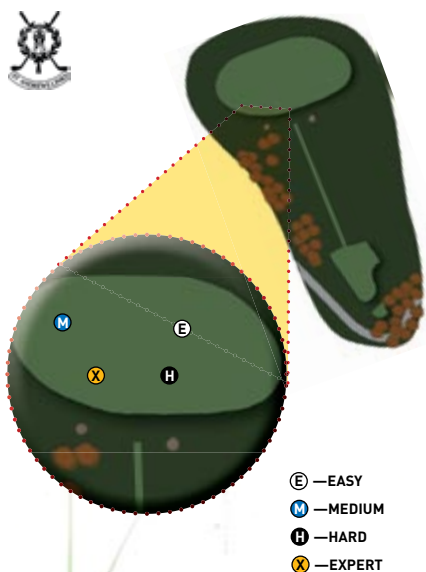


## #8 St Andrews Links

### Par 3 - Handicap 17

In the 1995 Open Championship there were only two birdies at the 8th on the first day. Like every hole at St Andrews this little par 3 can seem quite simple when the wind isn't blowing.

○ 145 ● 166 ● 175



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
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## St Andrews Links

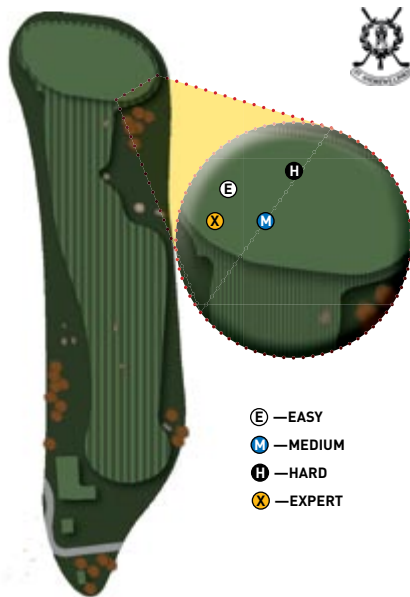
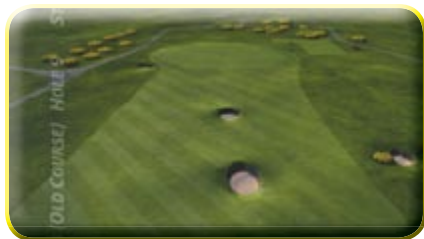


### #9 St Andrews Links

#### Par 4 - Handicap 5

The perfect line is over the prominent bush, avoiding the fairway bunkers. You are now facing a unique phenomenon for the Old Course: a single green that is flat and round, with no significant greenside bunkers. Depending on your position, putting could be the best option.

○ 261 ● 307 ● 352



### #10 St Andrews Links

#### Par 4 - Handicap 10

Off the tee from 10 you want to aim between the two bunkers in the foreground, although the fairway widens slightly on the left at the range of a good drive. Attack the hole and you will be rewarded. It's always a good idea to check where the flagstick is before you hit your tee shot.

○ 296 ● 318 ● 379



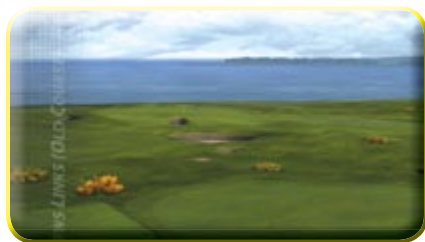
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## #11 St Andrews Links

### Par 3 - Handicap 18

The 11th at St Andrews is one of the most celebrated par 3s in the world of golf. It has greenside bunkers so deep you can get lost in them, and a green that falls severely toward the front.

○ 150 ● 172 ● 174



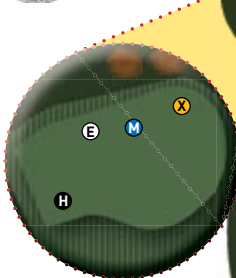
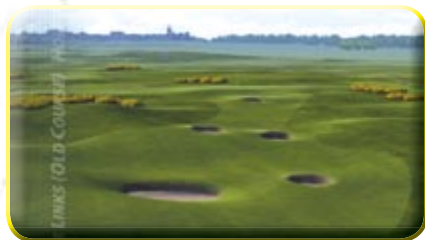
E — EASY  
 M — MEDIUM  
 H — HARD  
 X — EXPERT

## #12 St Andrews Links

### Par 4 - Handicap 6

The 12th hole is a magnificent short par 4. Nicknamed "Heathery" it features a bunker called "Stroke Bunker." This sand trap is so called because, once in it, you lose at least one stroke. Good luck!

○ 304 ● 314 ● 316

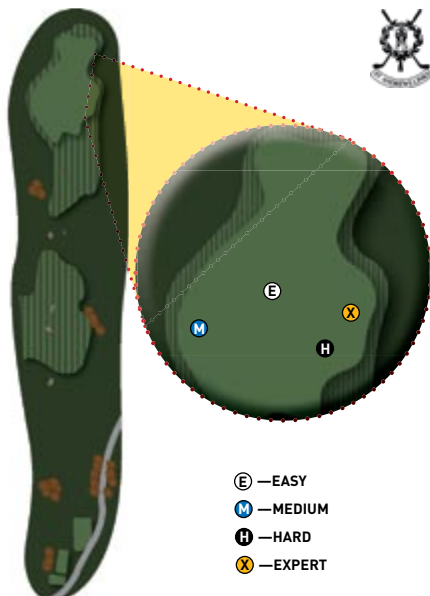


E — EASY  
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 X — EXPERT



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
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## St Andrews Links

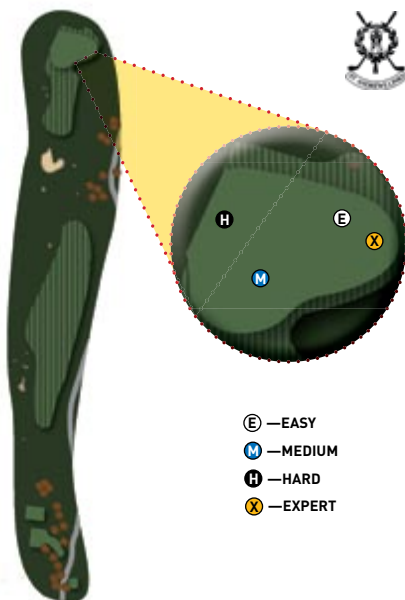


### #13 St Andrews Links

#### Par 4 - Handicap 12

On the 13th, the drive should be to either side of a group of bunkers 200 yards from the tee, appropriately named "The Coffins." If you go into one of them, you're dead. The green is immensely deep and guarded on the right by two formidable bunkers.

○ 377 ● 398 ● 430



### #14 St Andrews Links

#### Par 5 - Handicap 2

The ideal line at the 14th is to the left of the wall and to the right of the fairway bunkers. Holding the green on your approach will be a considerable challenge, as it slopes sharply from front to back. Don't forget to check the pin location before you line up your tee shot.

○ 487 ● 523 ● 581



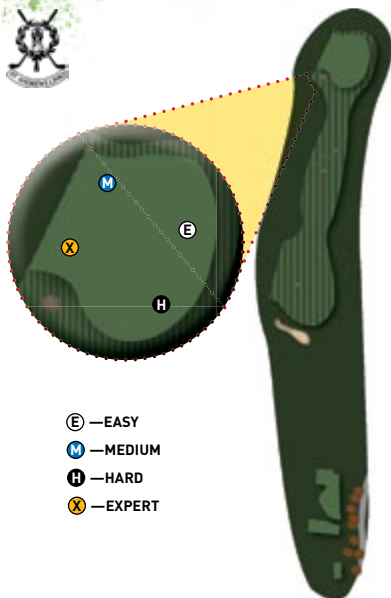
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## #15 St Andrews Links

### Par 4 - Handicap 8

Your ideal target is right between the two prominent humps in the center of the fairway. Take an extra club and play it safe into this double green.

○ 369 ● 401 ● 456



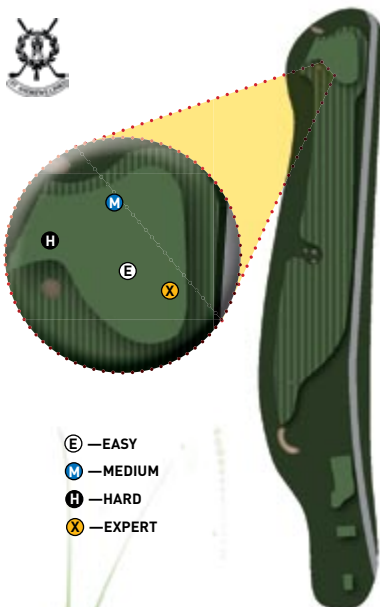
(E) — EASY  
 (M) — MEDIUM  
 (H) — HARD  
 (X) — EXPERT

## #16 St Andrews Links

### Par 4 - Handicap 14

On 16, the safe play is to drive to the left of the Principal's Nose bunker, which is visible at 180 yards. The more heroic, but perhaps foolish, golfers can try the gap between Principal's Nose and the out-of-bounds line down the right side.

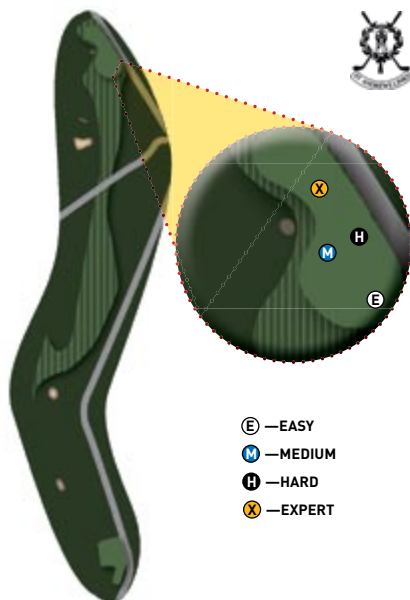
○ 325 ● 351 ● 424



(E) — EASY  
 (M) — MEDIUM  
 (H) — HARD  
 (X) — EXPERT

Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
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## St Andrews Links



- Ⓔ —EASY
- Ⓜ —MEDIUM
- ⓗ —HARD
- ⓧ —EXPERT

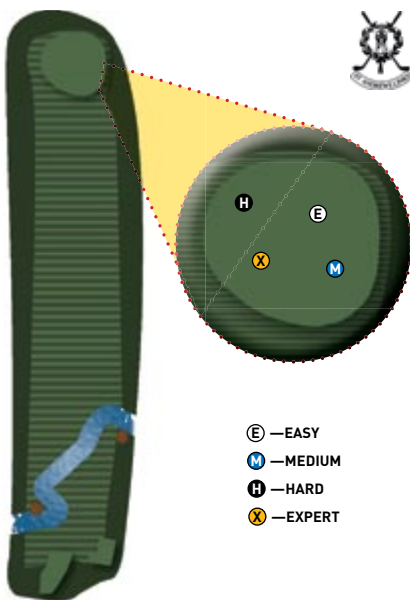


### #17 St Andrews Links

#### Par 4 - Handicap 4

The Road Hole has long been believed by many golfers to be the most famous par 4 in the world of golf. The way the green is laid out, even accomplished golfers find it difficult to avoid the notorious Road Hole Bunker or the road itself and the wall behind.

○ 426 ● 455 ● 461



- Ⓔ —EASY
- Ⓜ —MEDIUM
- ⓗ —HARD
- ⓧ —EXPERT



### #18 St Andrews Links

#### Par 4 - Handicap 16

Here at 18, Grannie Clark's Wynd crosses the fairway and is not a hazard but an integral part of the course; the ball must be played if it finishes there. The front of the green is guarded by the only natural hazard on this hole—the Valley of Sin.

○ 342 ● 354 ● 357



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
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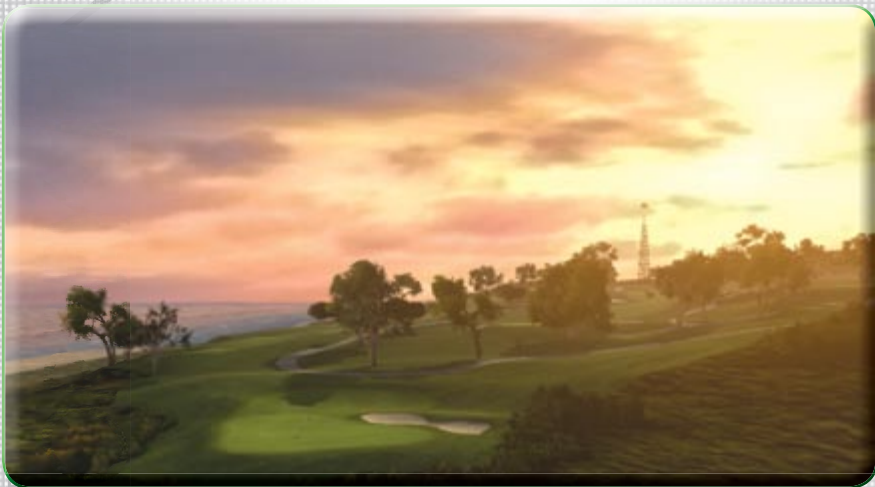
## Torrey Pines Golf Course

La Jolla, CA • Opened 1957

Par 72 • 7,607 yards

Architect William Bell, Sr.

The Torrey Pines South Course boasts dramatic coast-line views, imparts very challenging golf, and served as host of the 2008 U.S. Open Championship. The course is a tough test of golf and requires good length off the tee. The South Course is rather open with strategically placed bunkers. When playing this course, one should keep in mind two general rules: It is better, usually, to be short of the green than over the green, and the general lie of the land is towards the ocean, so most putts break in that direction.





Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
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## Torrey Pines Golf Course



- Ⓔ — EASY
- Ⓜ — MEDIUM
- Ⓕ — HARD
- ⓧ — EXPERT

### #1 Torrey Pines Golf Course Par 4 - Handicap 5

This opening hole is a demanding, slightly dogleg right par 4. Play your tee shot down the left side of the fairway. Any shot to the right side will be in the rough, bunker, or trees. For your second shot, play to the center-back portion, as the green opens up the farther you go.

○ 432 ● 444 ● 452



- Ⓔ — EASY
- Ⓜ — MEDIUM
- Ⓕ — HARD
- ⓧ — EXPERT

### #2 Torrey Pines Golf Course Par 4 - Handicap 15

This is the shortest par 4 on Torrey Pines South Course, however, it's not an easy hole. Play down the left side as the fairway slopes slightly to the right. It is best to leave a full shot into this green as it is hard to hold. The green is well bunkered with the right bunker being the deepest on the course.

○ 347 ● 362 ● 387



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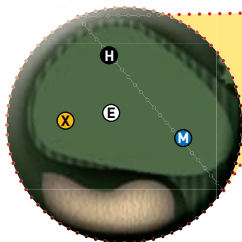


## #3 Torrey Pines Golf Course

### Par 3 - Handicap 13

This is probably the most scenic and photographed par 3 hole with La Jolla and the Pacific Ocean in the back drop. Right-front center is the play, as left or long is trouble. Club selection is key because the tee shot plays severely downhill.

○ 149 ● 160 ● 198



- Ⓔ — EASY
- Ⓜ — MEDIUM
- ⓗ — HARD
- ⓧ — EXPERT



## #4 Torrey Pines Golf Course

### Par 4 - Handicap 3

This straightaway par 4 will require a long drive. With the bunkers on your right and the ocean cliffs to your left, a straight shot is required here. Your second shot will play into a green protected in the front and left by a bunker and cliffs. The safe spot is the right-front side of the green.

○ 460 ● 471 ● 483

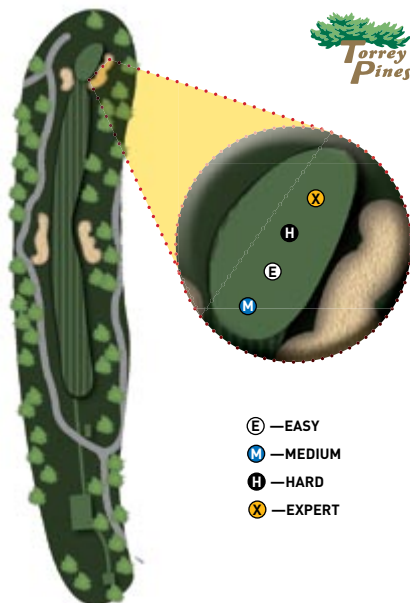


- Ⓔ — EASY
- Ⓜ — MEDIUM
- ⓗ — HARD
- ⓧ — EXPERT



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## Torrey Pines Golf Course

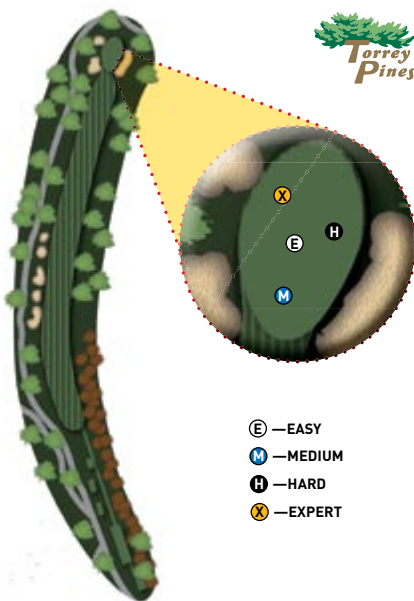
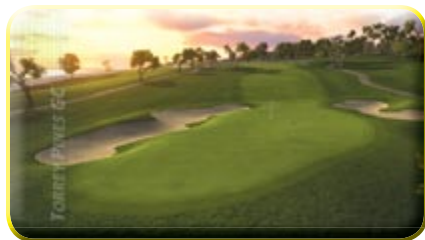


- —EASY
- —MEDIUM
- —HARD
- —EXPERT

### #5 Torrey Pines Golf Course Par 4 - Handicap 11

One of the easier straightaway par 4s, with plenty of room off the tee, but the bunkers pinch together for the long hitters. An approach shot long or above this hole will leave you with little or no chance to get up and down. The green slopes steeply from back to front and the downhill putts are hard to stop.

○ 393 ● 404 ● 453



- —EASY
- —MEDIUM
- —HARD
- —EXPERT

### #6 Torrey Pines Golf Course Par 5 - Handicap 9

Number 6 is a dogleg right with bunkers lining the left side of the fairway. The best shot is to aim at those bunkers and play a cut with the dogleg. From there you'll have a long shot into a green with bunkers on either side, but it is open in the front. A 4 here is a very good score.

○ 518 ● 530 ● 560



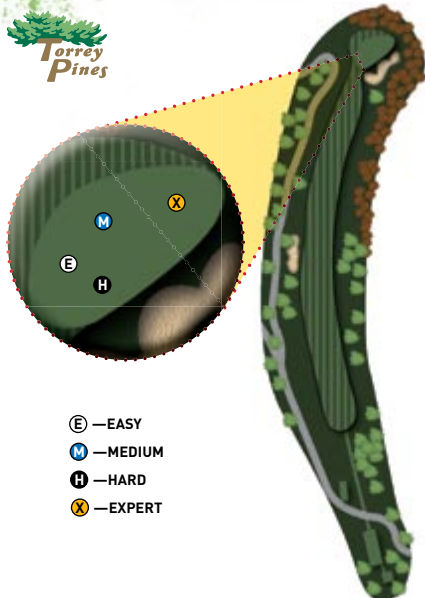
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## #7 Torrey Pines Golf Course

### Par 4 - Handicap 1

This is one of the toughest par 4s on the front nine. Hit your drive down the left side of this dogleg right fairway as it also slopes to the right. The second shot is a mid to long iron to a green that gets very narrow toward the back portion.

○ 434 ● 442 ● 462



- E — EASY
- M — MEDIUM
- H — HARD
- X — EXPERT

## #8 Torrey Pines Golf Course

### Par 3 - Handicap 17

Make sure you pick the right club here as this par 3 plays slightly uphill. The green is tiered, with a pronounced undulation through the center. If your tee shot is not close to the hole, it is very easy to three-putt.

○ 154 ● 164 ● 176

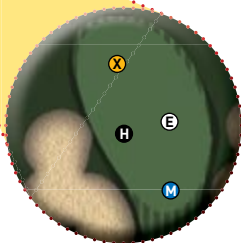


- E — EASY
- M — MEDIUM
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## Torrey Pines Golf Course

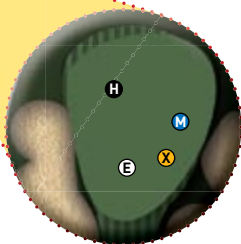
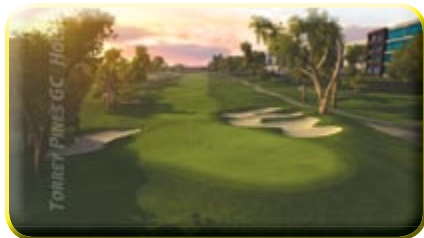


- ⓔ — EASY
- Ⓜ — MEDIUM
- ⓗ — HARD
- ⓧ — EXPERT

### #9 Torrey Pines Golf Course Par 5 - Handicap 7

This is a long straightaway par 5 with a left to right sloping fairway protected by bunkers on either side off the tee. The green is reachable in two for the long hitters but beware of a left side hole location, as the two front-left bunkers are trouble.

○ 535 ● 590 ● 613



- ⓔ — EASY
- Ⓜ — MEDIUM
- ⓗ — HARD
- ⓧ — EXPERT

### #10 Torrey Pines Golf Course Par 4 - Handicap 16

This will be the last of the easier par 4s. This mid-length hole offers a slight dogleg left off the tee. Play your tee shot to the left-center of the fairway. The ball will move to the right and should set you up for a short iron into the green.

○ 362 ● 376 ● 405



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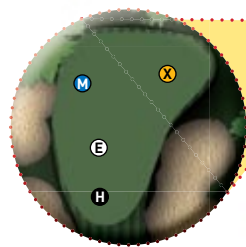
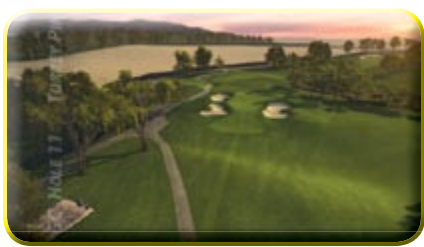


## #11 Torrey Pines Golf Course

### Par 3 - Handicap 14

This is a long par 3, straight into the ocean breeze most of the time. It's hard to get up and down from the left side and the green can be difficult to putt if you're not within close range of the hole.

○ 193 ● 203 ● 221



- (E) — EASY
- (M) — MEDIUM
- (H) — HARD
- (X) — EXPERT

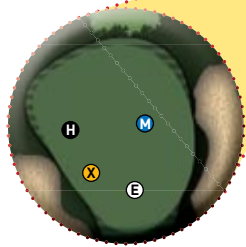
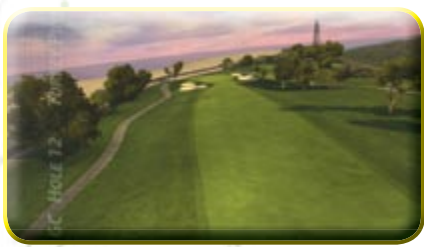


## #12 Torrey Pines Golf Course

### Par 4 - Handicap 2

The 12th is a lengthy straightaway par 4 that will take two good swings to reach the green. It's wide open off the tee, though, so swing away. Although there's nothing too tricky about it, this hole maintains one of the highest scoring averages for a par 4.

○ 456 ● 477 ● 504



- (E) — EASY
- (M) — MEDIUM
- (H) — HARD
- (X) — EXPERT



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

## Torrey Pines Golf Course



- (E) —EASY
- (M) —MEDIUM
- (H) —HARD
- (X) —EXPERT

### #13 Torrey Pines Golf Course Par 5 - Handicap 6

This is a great-looking par 5 going away from the ocean. There is plenty of room off the tee, with bunkering down the right side of the fairway. The green features a false front surrounded by double- and triple-length bunkers that protect this green from anything coming up short. It's a classic risk/reward par 5.

○ 521 ● 539 ● 541



- (E) —EASY
- (M) —MEDIUM
- (H) —HARD
- (X) —EXPERT

### #14 Torrey Pines Golf Course Par 4 - Handicap 8

Favor the right side off the tee on this dogleg left par 4. The left is protected by bunkers and a canyon that runs up the entire left side and around the back of the green. Distance control is a must on this second shot. It is probably the most difficult second shot on the course.

○ 404 ● 417 ● 435



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses		Extras			
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

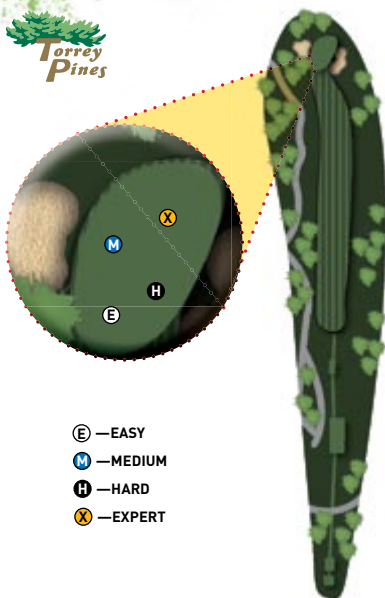


## #15 Torrey Pines Golf Course

### Par 4 - Handicap 12

With a tight fairway, the 15th has many trees to the left side and a few strategically placed on the right side. Be cautious on the approach because it will most likely be difficult to recover from any shot long of this slightly elevated green.

○ 392 ● 462 ● 477



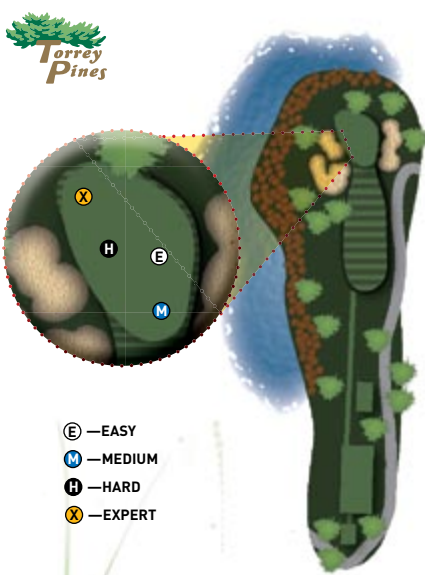
- Ⓔ — EASY
- Ⓜ — MEDIUM
- ⓗ — HARD
- ⓧ — EXPERT

## #16 Torrey Pines Golf Course

### Par 3 - Handicap 18

There is danger around the whole green on this par 3, with bunkers on the left and right and a canyon over the back. It's not too difficult with a front hole location, but a back placement makes par difficult.

○ 192 ● 206 ● 227

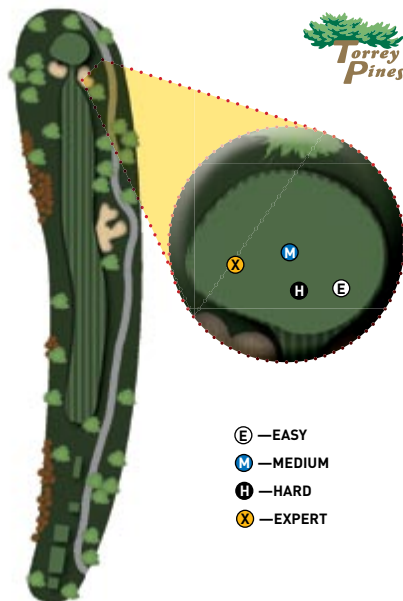


- Ⓔ — EASY
- Ⓜ — MEDIUM
- ⓗ — HARD
- ⓧ — EXPERT



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

## Torrey Pines Golf Course

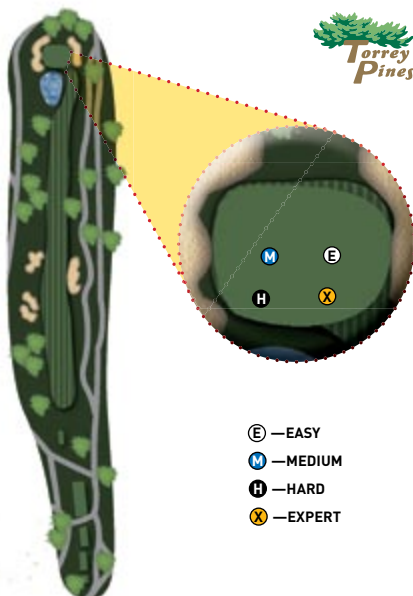


- (E) —EASY
- (M) —MEDIUM
- (H) —HARD
- (X) —EXPERT

### #17 Torrey Pines Golf Course Par 4 - Handicap 4

This is a tough, driving par 4 hole that has a slight dogleg to the left. There is another canyon to the left and a bunker to the right. Avoid being left with your tee shot. The green is elevated and many shots come up short in the bunkers.

○ 419 ● 429 ● 442



- (E) —EASY
- (M) —MEDIUM
- (H) —HARD
- (X) —EXPERT

### #18 Torrey Pines Golf Course Par 5 - Handicap 10

The closing hole, a straightaway par 5, can create a lot of drama. It can be reached in two shots by the longer hitters. Just split the bunkers on the drive and be sure to carry the small lake on your approach to this false front green. It is best to be on the same tier as the hole to have a makeable birdie putt.

○ 524 ● 551 ● 571



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses			Extras		
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

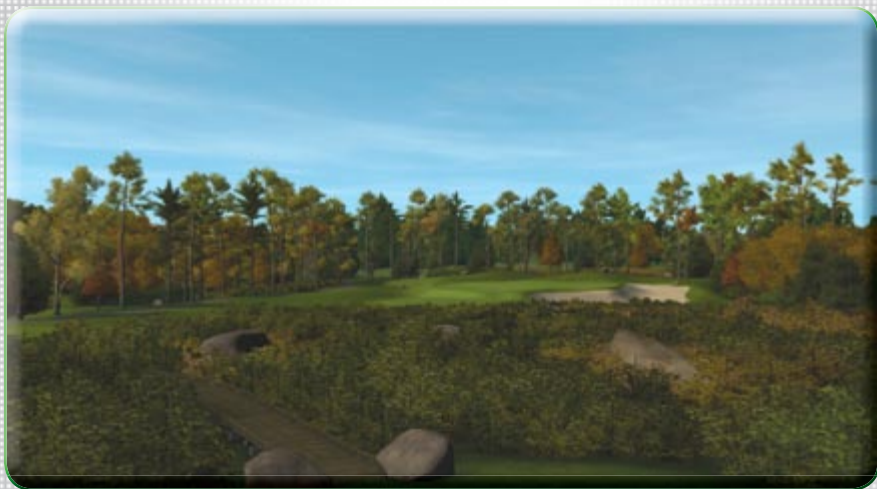


## TPC Boston

Norton, MA • Opened 2002

**Par 71 • 7,488 yards • Architect Arnold Palmer**

Opened in 2002 and host to the Deutsche Bank Championship, this breathtaking course was designed by the King himself, Arnold Palmer. Crafted to fit seamlessly into the natural New England landscape, lush fairways and bent grass greens traverse gently rolling hills, with stands of mature trees, chocolate-drop mounds, numerous wetland areas, fescues, and native grasses, and 92 deep bunkers creating a stunning backdrop for this superb test of golf in Norton's Great Woods.



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

## TPC Boston



### #1 TPC Boston Par 4 - Handicap 11

No need for white knuckles here! We start the round with a no-nonsense straightaway, short par 4. Keep tee shots close to the bunkers on the right to set up an easy approach away from the deep, menacing sand bunkers guarding the left side of the green.

○ 313 ● 339 ● 365



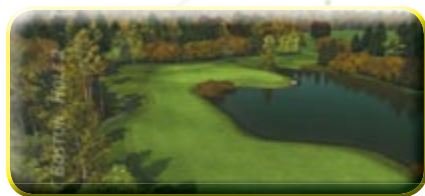
(E) — EASY  
 (M) — MEDIUM  
 (H) — HARD  
 (X) — EXPERT



### #2 TPC Boston Par 5 - Handicap 1

Bring your "A" game to this par 5. Three well placed shots will be required for a good score here. The tee shot is framed by a tree line on both sides of the fairway with bunkers guarding the landing area to the right. The second shot is a lay up short of the lake. A three-tiered green awaits your third shot, but pay attention to the pin placement. Hit your mark and you're home free. Miss and you're looking at a double bogey on the rocks.

○ 477 ● 506 ● 554



(E) — EASY  
 (M) — MEDIUM  
 (H) — HARD  
 (X) — EXPERT

Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses		Extras			
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Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

## #3 TPC Boston

### Par 3 - Handicap 17

After the demanding second hole, a picturesque par 3 is just what the doctor ordered. From the tee you must hit over a large, natural area to a green that slopes right to left. Large boulders in front and behind the green frame this 184-yard hole.

○ 145 ● 166 ● 184



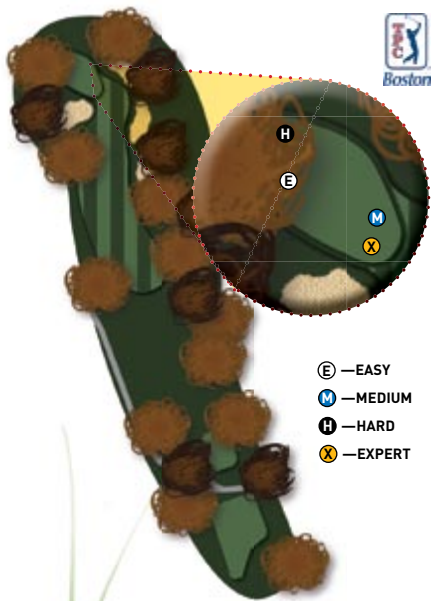
E — EASY  
 M — MEDIUM  
 H — HARD  
 X — EXPERT

## #4 TPC Boston

### Par 4 - Handicap 5

Standing on the tee of this sharp dogleg right, it is apparent that a well-placed tee shot is necessary. "Cutting corners" is not allowed on this tree-lined hole. With bunkers lining the fairway on the left and right of the landing area, the short grass is the only option. After a steady second shot with a short iron to an elevated green that is protected both left and right with bunkers, you're ready to move on.

○ 335 ● 382 ● 436



E — EASY  
 M — MEDIUM  
 H — HARD  
 X — EXPERT



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses		Extras			
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

## TPC Boston

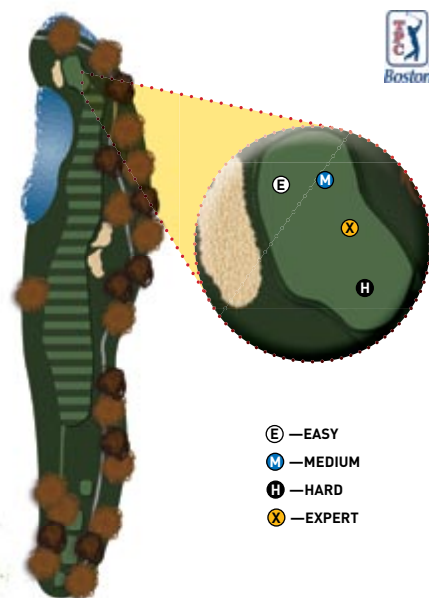


### #5 TPC Boston

#### Par 4 - Handicap 7

A less severe dogleg than the 4th, but this one goes left. As you stand on the tee, notice the now-familiar large trees that ring this hole. Bunkers steer you away from the left side of the fairway. A natural rock-lined wetland crosses the fairway some 350 yards from the back tee. A well-struck 6- or 7-iron should do the trick to land safely on this slightly elevated three-tiered green with bunkers on both sides.

○ 377 ● 412 ● 467

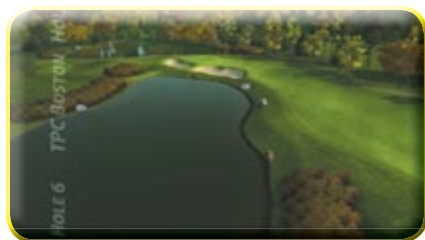


### #6 TPC Boston

#### Par 4 - Handicap 3

After five relatively short holes, the 6th brings you to the meat of the golf course. This 464-yard par 4 invites a big drive that skirts the bunkers on the right side of the fairway. A pond guards the left pin. The safe play is to the right side of a large green that slopes from right to left with a long iron.

○ 413 ● 437 ● 464



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
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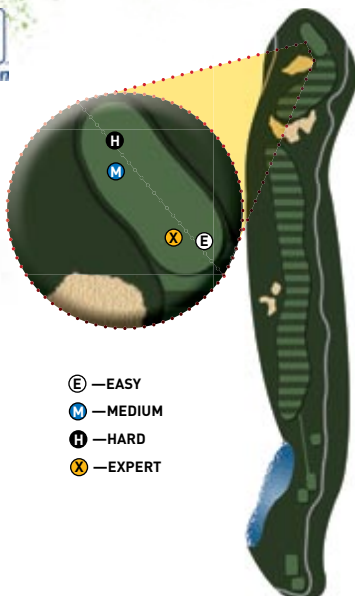


## #7 TPC Boston

### Par 5 - Handicap 15

Think straight and long here. The par 5 7th hole, at 600 yards, requires an excellent drive over a natural area to a fairway with bunkers on the left. The second shot requires careful placement due to bunkers that encroach into the fairway on the right, 120 yards short of the green. Approach the green with a short iron, avoiding bunkers on the left side of the green. If you make birdie here, it's well deserved.

○ 505 ● 579 ● 600



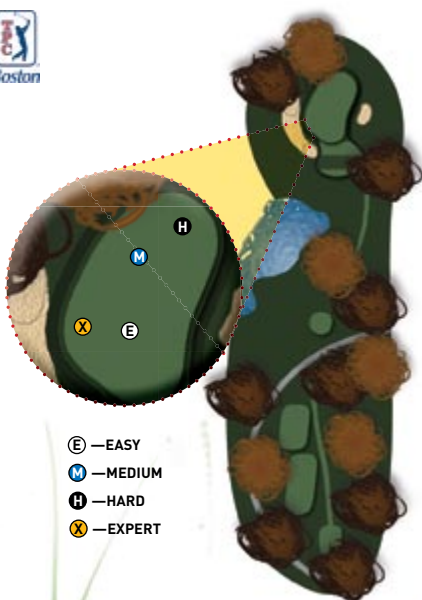
(E) — EASY  
 (M) — MEDIUM  
 (H) — HARD  
 (X) — EXPERT

## #8 TPC Boston

### Par 3 - Handicap 13

Another long par 3, at 213 yards, allows little rest. Tee shot is over a stream and natural area to a generous, deep green that is bunkered left and right. Three is a good score here.

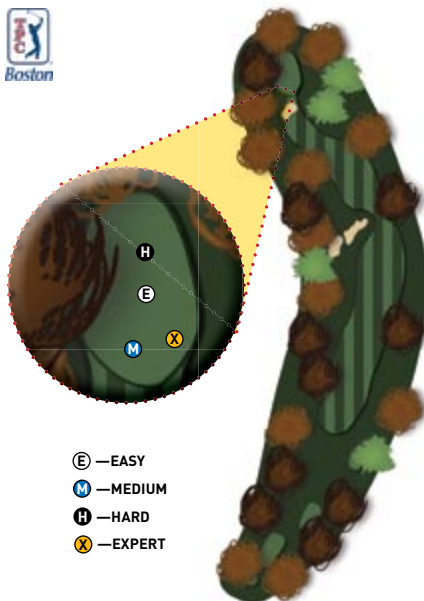
○ 159 ● 186 ● 213



(E) — EASY  
 (M) — MEDIUM  
 (H) — HARD  
 (X) — EXPERT

Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses		Extras			
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Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

## TPC Boston



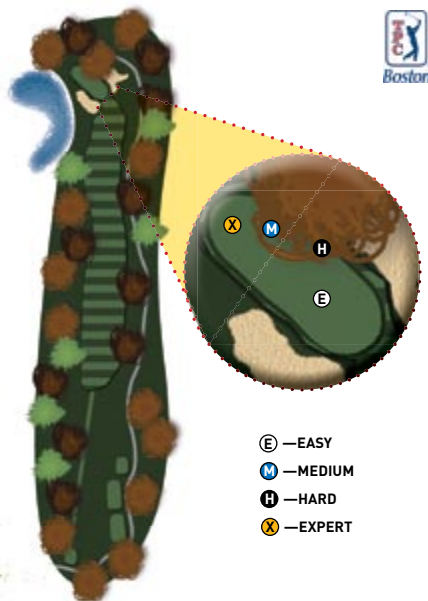
- Ⓔ —EASY
- Ⓜ —MEDIUM
- Ⓕ —HARD
- ⓧ —EXPERT

### #9 TPC Boston

#### Par 4 - Handicap 9

The front side ends at the 9th hole with a well-bunkered green. This dogleg left will tempt the aggressive golfer to hit a driver around the corner, where the safe play would be a controlled 3-wood. Playing over the inside of the dogleg is preferred and provides a shorter iron approach to the green. The green complex is dominated by multiple bunkers. Staying out of the sand is the only way to make the turn unscathed.

○ 387 ● 410 ● 491



- Ⓔ —EASY
- Ⓜ —MEDIUM
- Ⓕ —HARD
- ⓧ —EXPERT



### #10 TPC Boston

#### Par 4 - Handicap 10

The start of the back side beckons us with a "big drive" hole. This straightaway par 4, with its wide bunkerless fairway, makes a player think that the final nine holes will be more restful than the first. Be careful here on the second shot though because of the water on the front-left of the green.

○ 373 ● 402 ● 425



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses			Extras		
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
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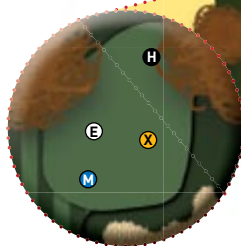


## #11 TPC Boston

### Par 3 - Handicap 18

Any thoughts of an easy back nine are quickly dashed on this 231-yard par 3: an incredibly beautiful hole that is completely tree-lined with a slight uphill tee shot. Three large bunkers in front of the green stand menacing, daring you to hit over them to the elevated green. You had better make a confident swing here to have any chance of a good score.

○ 150 ● 175 ● 231



- (E) —EASY
- (M) —MEDIUM
- (H) —HARD
- (X) —EXPERT

## #12 TPC Boston

### Par 4 - Handicap 6

This hole, like the 11th, demands accuracy and distance. The tee shot is to a plateau fairway notched into a hillside. Aiming bunkers are placed to the right side of the landing area. The second shot is a long to mid iron downhill. The green, with its rock wall, sits on a wetland that is located in front, on the right. The green is shaped to accept any well-struck shots from the fairway.

○ 413 ● 437 ● 461

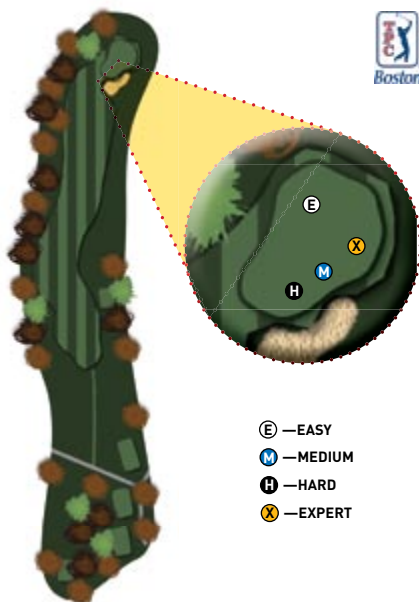


- (E) —EASY
- (M) —MEDIUM
- (H) —HARD
- (X) —EXPERT



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

## TPC Boston



### #13 TPC Boston

#### Par 4 - Handicap 16

This long par 4 is no breather. From the tee, notice a rock ledge that extends from the left side of the hole to the right, defining the plateau fairway. The fairway at the landing area is quite generous, with no bunkers. The second shot is a mid iron to a small green with one thumbprint pot bunker in front of the dividing green. Don't be long on this hole or you'll face a challenging pitch back.

○ 329 ● 369 ● 481



### #14 TPC Boston

#### Par 4 - Handicap 8

This hole, with its wide fairway, invites a big swing with the tee shot. Challenge the bunkers left of the landing area with a good drive and it's possible to reach the green in two. The second landing area is protected on both sides with sand. The green is accepting to good shots with no trouble on the left and four small bunkers short right. The best scores will be achieved by clearing the fairway bunkers with the second shot, making it a two-shot par 5.

○ 480 ● 495 ● 495



Intro/New Features		Game Modes	Gameplay Basics		Wii™ Strategies	Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses		Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)

## #15 TPC Boston

### Par 4 - Handicap 12

Another beautifully wooded hole, the 15th beckons back to traditional golf courses of old. Bunkers short right and long left help frame the landing area. A good, straight drive should set you up for a mid-iron shot to a two-tiered green. Two bunkers guide the right side of the green. Aim left to steer clear of any trouble.

○ 362 ● 388 ● 426



- E — EASY
- M — MEDIUM
- H — HARD
- X — EXPERT

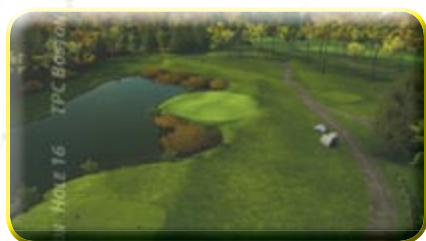


## #16 TPC Boston

### Par 3 - Handicap 14

The TPC of Boston is known for its picturesque and challenging par 3s, and the 16th is no exception. Measuring 211 yards from the back tee, your tee shot is over water. The green is high on the right side, dropping down to a lower plateau on the left. Rock outcroppings add to the overall beauty of this hole.

○ 178 ● 197 ● 211



- E — EASY
- M — MEDIUM
- H — HARD
- X — EXPERT



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses		Extras			
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
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## TPC Boston

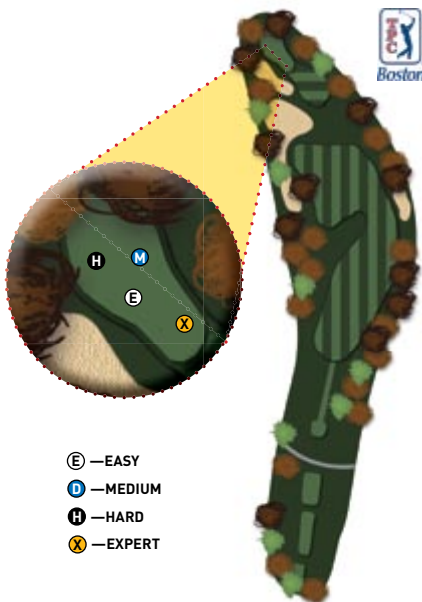


### #17 TPC Boston

#### Par 4 - Handicap 2

For a good score on this hole, you must be wary of the three bunkers that guard your tee shot to the left. Play to the right and an open shot awaits you. The second shot is across a rocky stream bed between the landing area and green. The bunkerless, deep green is accepting to fairway shots. This hole allows the opportunity to score well before heading to the challenging home hole.

○ 356 ● 396 ● 420



(E) —EASY  
 (M) —MEDIUM  
 (H) —HARD  
 (X) —EXPERT



### #18 TPC Boston

#### Par 5 - Handicap 4

A perfect finishing hole, number 18 provides a true test of golf for most mortals. This par 5 incorporates all of the native features that make this course great. The tee shot is across a wetland with a plethora of indigenous rock outcroppings and boulders peppering the left side of the fairway. Carry the large bunker complex to the right for a possible two-shot par 5. Play the second shot over the fairway bunkers to lay up just short of the wetland that crosses the hole in front of the green. Once there, putt out and finish your day.

○ 479 ● 513 ● 543



(E) —EASY  
 (M) —MEDIUM  
 (H) —HARD  
 (X) —EXPERT





Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		



**TPC Sawgrass**  
**Ponte Vedra Beach, FL • Opened 1981**  
**Par 72 • 6,954 yards • Architect Pete Dye**

This daunting Pete Dye course is home to one of the most recognizable holes in golf as well as THE PLAYERS™ Championship, a coveted title on the PGA TOUR®. Without a doubt, this course's signature hole is the 17th island hole. This short part 3 hole has no fairway—just water—and no lead is safe when you reach the tee. The course is sprinkled with small lakes and streams, many of which can be hazardous to your score. The Stadium Course has some of the biggest sand traps in the game, many of which run alongside the fairways.





Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
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## TPC Sawgrass

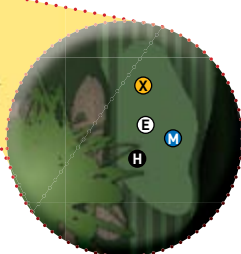


### #1 TPC Sawgrass

#### Par 4 - Handicap 12

On this slight dogleg to the right, a drive to the right side of the narrow landing area will give the player a good angle to approach the long and narrow green. If you challenge the trouble off the tees, you will be rewarded with a less severe approach.

○ 331 ● 364 ● 388



- —EASY
- —MEDIUM
- —HARD
- —EXPERT



### #2 TPC Sawgrass

#### Par 5 - Handicap 16

On this relatively short par 5, the tee shot is crucial. Do not be greedy here, as a drive along the left side will get you nothing but trouble. A long and accurate drive will give you the chance to reach this green in two shots. A lay up shot to about 60 yards short of the green will find a flat area from which to approach.

○ 456 ● 511 ● 520



- —EASY
- —MEDIUM
- —HARD
- —EXPERT

Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses		Extras			
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		



## #3 TPC Sawgrass

### Par 3 - Handicap 18

A shot requiring a mid to short iron is needed to reach the green on this picturesque par 3. The green has two tiers and slopes from back to front. There will probably be more birdies here than on the other par 3 holes. Do *not* go over the back or you are toast!

○ 121 ● 139 ● 162



- Ⓔ —EASY
- Ⓜ —MEDIUM
- ⓗ —HARD
- ⓧ —EXPERT

## #4 TPC Sawgrass

### Par 4 - Handicap 10

The 4th at TPC Sawgrass is a par 4 that requires accuracy on every shot. A well-struck long iron or fairway wood from the tee will enable the player to hit a middle to short iron to the green. The two-tiered green is very undulating, so be wary when it's your turn to putt.

○ 295 ● 339 ● 380



- Ⓔ —EASY
- Ⓜ —MEDIUM
- ⓗ —HARD
- ⓧ —EXPERT

Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

## TPC Sawgrass



- Ⓔ —EASY
- Ⓜ —MEDIUM
- ⓗ —HARD
- ⓧ —EXPERT



### #5 TPC Sawgrass

#### Par 4 - Handicap 4

This dogleg right offers a generous landing area for the drive, as it is the longest par 4 on the golf course. Favoring the right side will give you a shorter approach shot. The green is deep, narrow, and rolling. Par is always a good score here.

○ 406 ● 420 ● 454



- Ⓔ —EASY
- Ⓜ —MEDIUM
- ⓗ —HARD
- ⓧ —EXPERT

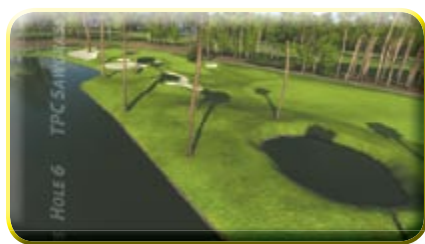


### #6 TPC Sawgrass

#### Par 4 - Handicap 14

The 6th hole is a perfect example of target golf. One of the longest par 4s you will ever play. A well placed drive will set you up for the uphill approach to a slightly elevated green, which slopes down from right to left and back to front.

○ 328 ● 351 ● 381



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses		Extras			
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

## #7 TPC Sawgrass

### Par 4 - Handicap 2

A tee shot on the left is preferred for a flag on the right, and a drive to the right not too close to the rough is desired for a flag located in the rear or left. Too far right and you can be blocked out on your second shot. The wind direction on this hole can make it very difficult to score well.

○ 376 ● 403 ● 439



- —EASY
- —MEDIUM
- —HARD
- —EXPERT

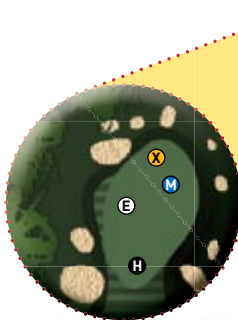


## #8 TPC Sawgrass

### Par 3 - Handicap 8

The longest par 3 at TPC Sawgrass usually plays into the wind and requires a long iron or fairway wood to carry a myriad of obstacles. The deep, narrow and sloping green completes the challenge. Par will be very welcome on this demanding hole.

○ 162 ● 201 ● 215



- —EASY
- —MEDIUM
- —HARD
- —EXPERT





Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

## TPC Sawgrass



### #9 TPC Sawgrass

#### Par 5 - Handicap 6

The 9th hole is considered by many to be one of the finest par 5s in the country. The most important shot here is your second. Play your second shot well to the right to avoid a blind third shot. To the left, a wandering fairway bunker and large oak trees crowd the small second-shot landing area. The green is not very wide and slopes sharply from the front to the back right.

○ 514 ● 554 ● 582

- ⓔ — EASY
- Ⓜ — MEDIUM
- ⓗ — HARD
- ⓧ — EXPERT



### #10 TPC Sawgrass

#### Par 4 - Handicap 11

The narrow landing area for this drive demands accuracy. From the landing area, the green appears to be very large, but in fact it's narrow and fades away from the players. Typically, it is a two- to three-club green.

○ 335 ● 373 ● 415

- ⓔ — EASY
- Ⓜ — MEDIUM
- ⓗ — HARD
- ⓧ — EXPERT



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses		Extras			
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

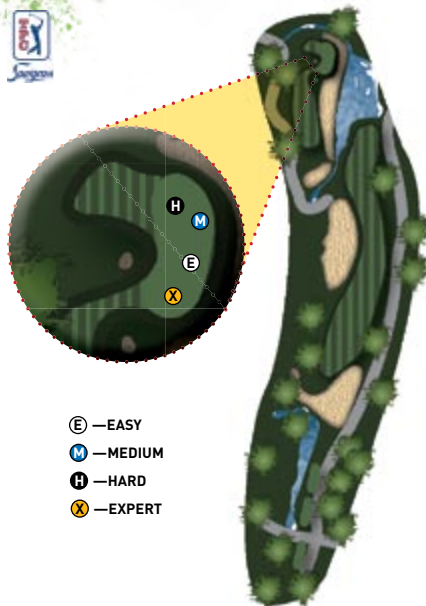


## #11 TPC Sawgrass

### Par 5 - Handicap 7

The 11th hole is a strategically designed medium-length par 5. Players attempting to reach this green in two must have a long and accurate drive down the right side. The player laying up can elect to hit the fairway area on the right, which is guarded by a large oak tree, leaving a short iron or wedge to the green. A more daring alternative requires a long shot with a great amount of carry to the left side of the split fairway.

○ 464 ● 509 ● 529



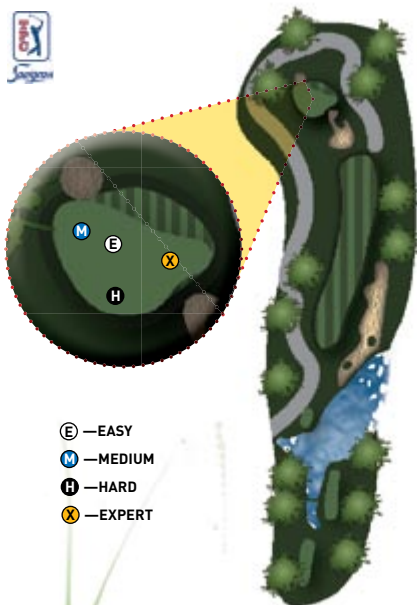
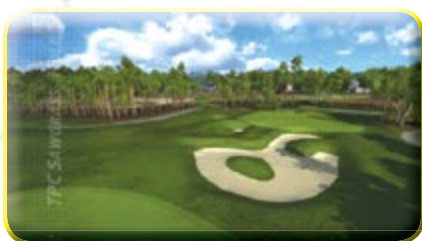
- (E) — EASY
- (M) — MEDIUM
- (H) — HARD
- (X) — EXPERT

## #12 TPC Sawgrass

### Par 4 - Handicap 15

Because this is the shortest par 4 at TPC Sawgrass, there is a premium on accuracy from the 12th tee. The preferred position is right-center of the fairway. Players driving short or to the left of their target sometimes will not be able to see the flagstick because of the large mounds.

○ 280 ● 325 ● 353



- (E) — EASY
- (M) — MEDIUM
- (H) — HARD
- (X) — EXPERT

Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

## TPC Sawgrass

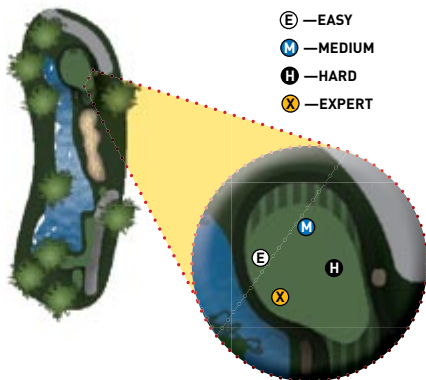


### #13 TPC Sawgrass

#### Par 3 - Handicap 17

A water hazard protects this evil little par 3 all the way down the left side. The green has three separate tiers. The wind can play tricks on you here; check it carefully.

○ 132 ● 162 ● 172

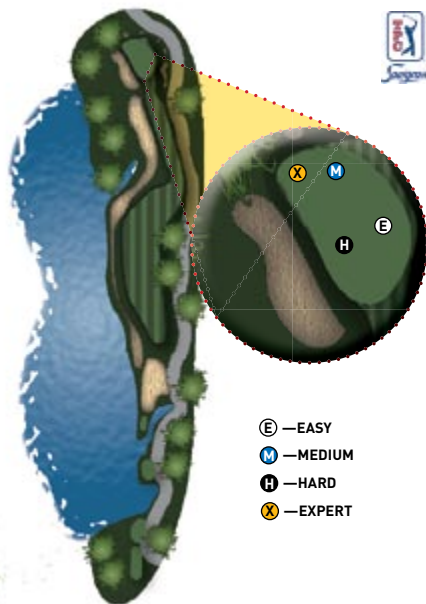


### #14 TPC Sawgrass

#### Par 4 - Handicap 3

Traditionally, the 14th hole has been one of the toughest at TPC Sawgrass. The narrow two-tiered driving area is paralleled down the left side by a narrow fairway bunker and a lateral water hazard. The green is huge with some severe mounds in it.

○ 370 ● 418 ● 455



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses		Extras			
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		



## #15 TPC Sawgrass

### Par 4 - Handicap 5

This dogleg right par 4 begins with a drive through a chute of trees, over water, and past a waste area. The tee shot should favor the right side to allow for a straighter approach shot. The fairway is split into two and the green is pretty humpy.

○ 359 ● 413 ● 440



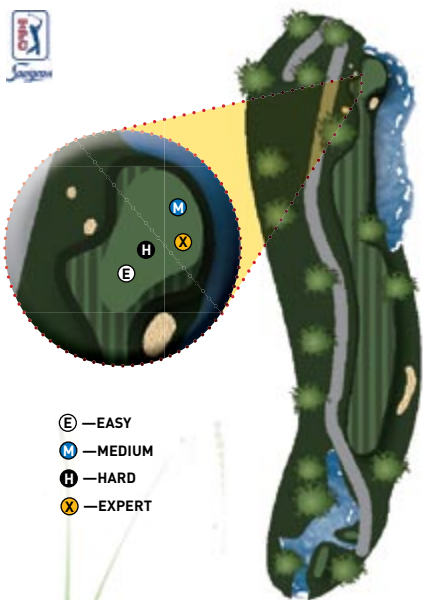
(E) — EASY  
(M) — MEDIUM  
(H) — HARD  
(X) — EXPERT

## #16 TPC Sawgrass

### Par 5 - Handicap 9

The 16th hole at TPC Sawgrass is a short par 5 that will give many players a chance to reach this green in two. Remember, you have all the room you need to the left of the green. Players who choose to lay up must contend with the narrow approach area and the water down the right side. The green has two tiers; they slope from left to right toward the water and they wrap around the rear of the green.

○ 438 ● 491 ● 497



(E) — EASY  
(M) — MEDIUM  
(H) — HARD  
(X) — EXPERT



Intro/New Features	Game Modes	Gameplay Basics	Wii™ Strategies	Build A Golfer
Elevate Your Game		Courses	Wii™ Exclusive Courses	Extras
Bay Hill	Bethpage (Black)	Doral	Firestone	Hazeltine
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	Turnberry
			TPC Boston	Wentworth (West)
			Harbour Town	Oakmont
			TPC Sawgrass	

## TPC Sawgrass

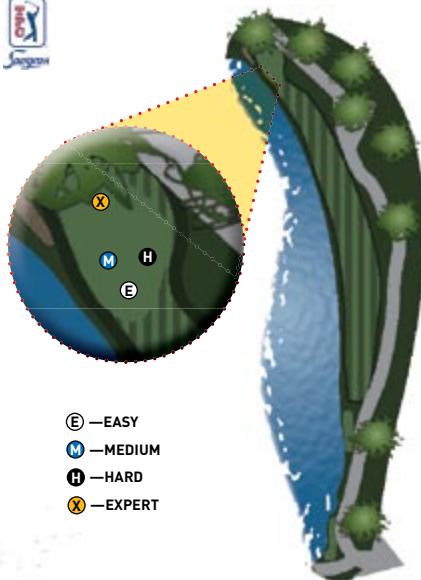


### #17 TPC Sawgrass

#### Par 3 - Handicap 13

Despite its brief history, the island 17th hole has become one of the most famous par 3 holes in the world. It's the signature hole here at TPC Sawgrass and it's a short par 3 with a wide green that narrows to the right side.

○ 97 ● 121 ● 132



### #18 TPC Sawgrass

#### Par 4 - Handicap 1

If the 17th wasn't hard enough, the 18th is a fantastic dogleg to finish this golf course. If playing safe is your plan, stay to the right. The left side requires courage, patience, and a great deal of skill. This 18th hole has become one of the premiere finishing holes in all of golf.

○ 351 ● 420 ● 440



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town		Hazeltine		Oakmont
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass		Turnberry		Wentworth (West)



## Turnberry (Ailsa Course)

Ayrshire, Scotland • Opened 1946

Par 70 • 7,221 yards

Architect Phillip Mackenzie Ross

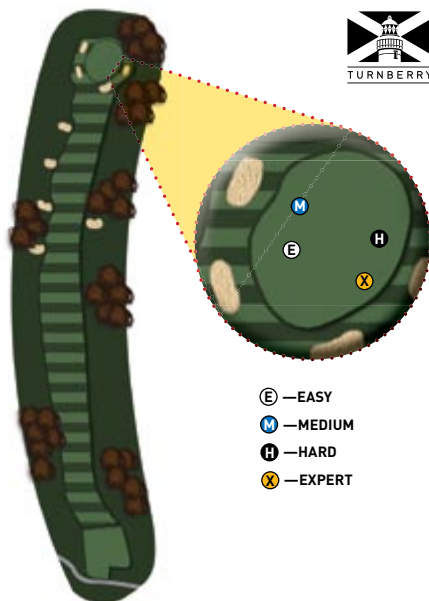
Turnberry offers a championship style course thanks to formidable tees and fairways. Every shot to the small, elevated greens provides the ultimate test of skill. From

the admirable short 4th to the short 11th, the Ailsa Course follows the shoreline. The 5th through the 8th are framed by dunes. And the 9th, 10th, and 11th holes are flanked by craggy rocks. It is a thrilling passage full of stout hitting. Perhaps the 9th is Turnberry's trademark: the remote tee set on a rocky promontory on the edge of the sea, the drive across the corner of the bay, and a glimpse of the site of Bruce's Castle [Robert the Bruce, Scottish King, 1306–1329].



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

## Turnberry (Ailsa Course)

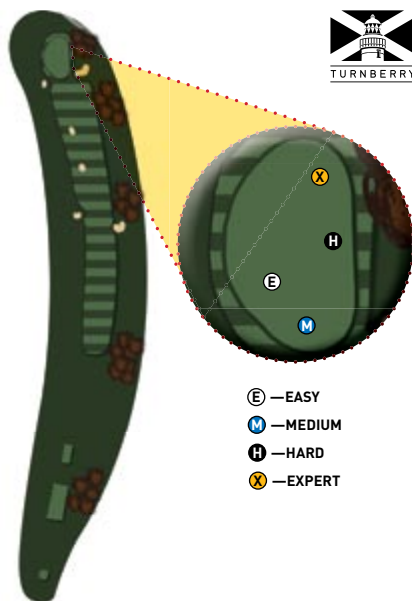


### #1 Turnberry (Ailsa Course)

#### Par 4 - Handicap 9

Situated between the Atlantic coastline and the Scottish countryside, Ailsa is widely regarded as one of Britain's top courses. The first hole, Ailsa Craig, is named after the Ailsa rock in the Firth of Clyde, which is visible from almost every part of the course.

○ 340 ● 350 ● 354

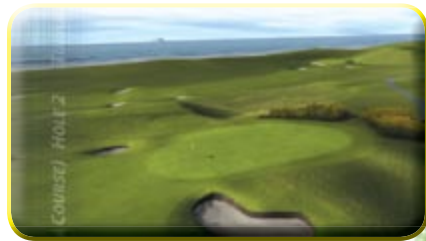


### #2 Turnberry (Ailsa Course)

#### Par 4 - Handicap 13

The name of the 2nd hole is its motto, too: "Make Sure," with every shot you play. The four bunkers located strategically throughout the fairway and frequent headwinds from the sea give this motto added credence.

○ 368 ● 379 ● 428



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses		Extras			
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		



## #3 Turnberry (Ailsa Course)

### Par 4 - Handicap 5

The 3rd hole is a par 4 that can leave you feeling "Out of Breath," as it's named, especially on a windy day. Keep your tee shot to the left side of the fairway to set up an easier second-shot approach to the green.

○ 386 ● 393 ● 489



- ⓔ — EASY
- Ⓜ — MEDIUM
- ⓗ — HARD
- ⓧ — EXPERT



## #4 Turnberry (Ailsa Course)

### Par 3 - Handicap 17

This par 3, playing right along the coastline, invites you to take heed, or the lurking waters of the firth could be your downfall. Pay close attention to the wind on this hole.

○ 157 ● 165 ● 168



- ⓔ — EASY
- Ⓜ — MEDIUM
- ⓗ — HARD
- ⓧ — EXPERT





Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses		Extras			
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

## Turnberry (Ailsa Course)

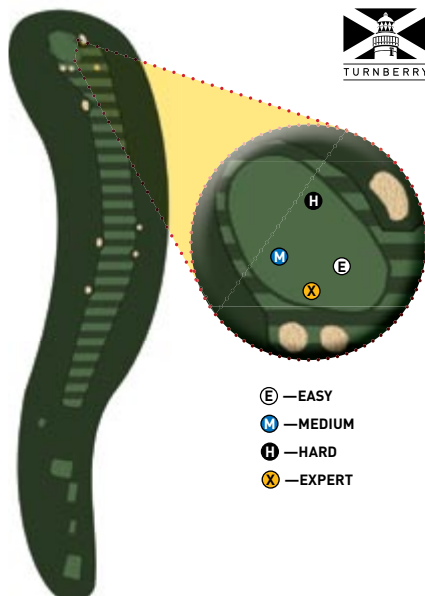


### #5 Turnberry (Ailsa Course)

#### Par 4 - Handicap 3

"Find Me Out" is the name of this par 4, suggesting that it doesn't easily disclose its secrets. A slight bend to the left calls for a tee shot down the right side of the fairway, but beware of the four bunkers that surround the green.

○ 392 ● 413 ● 479

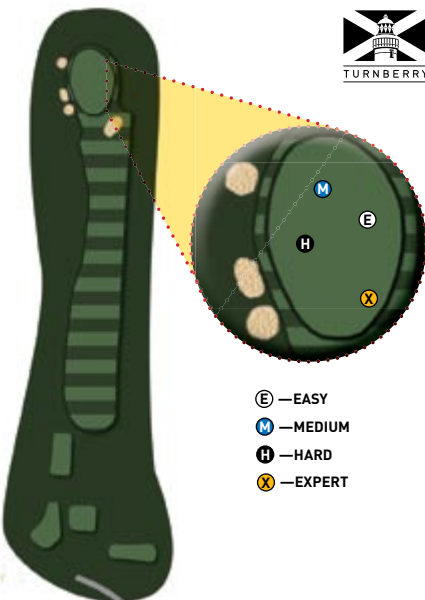


### #6 Turnberry (Ailsa Course)

#### Par 3 - Handicap 15

"Tappie Toorie," or "Hit the Top," the name of this long par 3 says it all. But be mindful of the large front-right bunker on your way to this small green.

○ 187 ● 222 ● 231



Intro/New Features		Game Modes	Gameplay Basics	Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses		Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)



## #7 Turnberry (Ailsa Course)

### Par 5 - Handicap 1

Hole 7 is a monstrous par 5. With a name like "Round the Mountain," you can expect a slight dogleg left, so a tee shot down the right side of the fairway is your best bet. Getting to this elevated green in two is no small feat, especially with several hazards along the way.

○ 463 ● 469 ● 538



- Ⓔ —EASY
- Ⓜ —MEDIUM
- ⓗ —HARD
- ⓧ —EXPERT

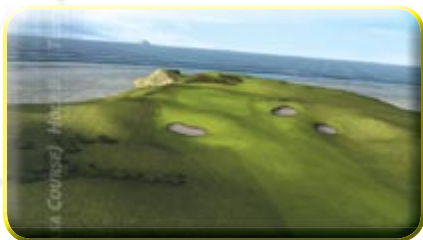


## #8 Turnberry (Ailsa Course)

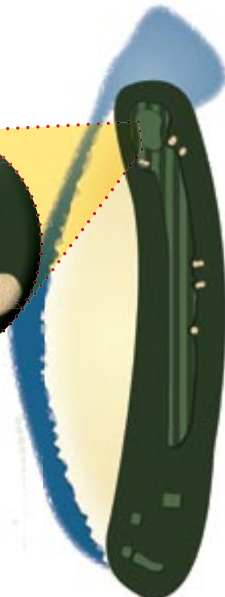
### Par 4 - Handicap 11

The 8th hole, or "Goat Fell," is a straightaway par 4 that takes its name from the tallest peak on the Arran. So much depends on the wind because this hole plays right along the coastline.

○ 365 ● 432 ● 454

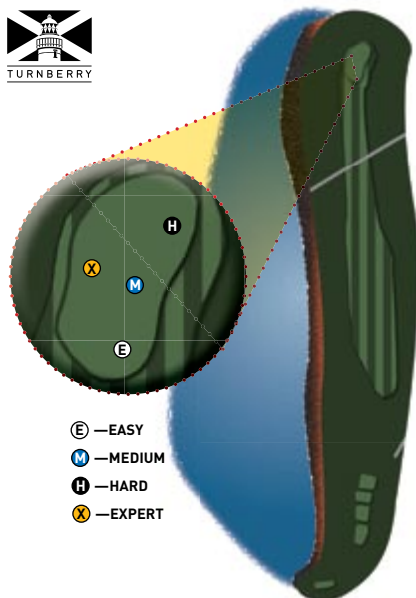


- Ⓔ —EASY
- Ⓜ —MEDIUM
- ⓗ —HARD
- ⓧ —EXPERT



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses		Extras			
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

## Turnberry (Ailsa Course)



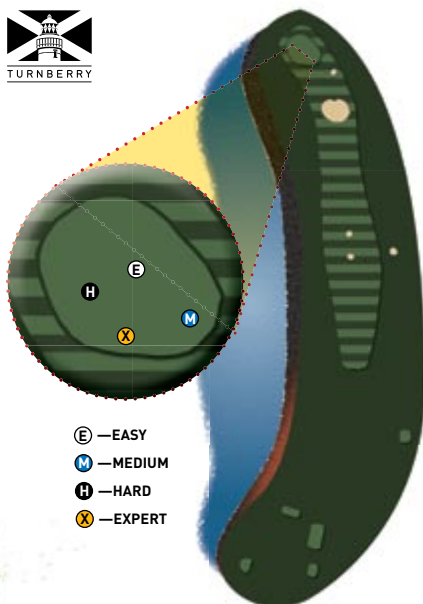
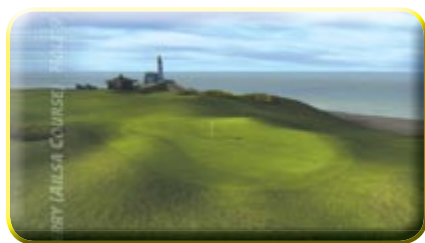
- Ⓔ —EASY
- Ⓜ —MEDIUM
- ⓗ —HARD
- ⓧ —EXPERT

### #9 Turnberry (Ailsa Course)

#### Par 4 - Handicap 7

Aptly named "Bruce's Castle," hole 9 offers spectacular views of the ruins of King Robert the Bruce's 14th-century castle. However, royal remnants aside, a solid tee shot is essential for this long par 4.

○ 388 ● 412 ● 452



- Ⓔ —EASY
- Ⓜ —MEDIUM
- ⓗ —HARD
- ⓧ —EXPERT

### #10 Turnberry (Ailsa Course)

#### Par 4 - Handicap 6

The back side starts with a par 4 that is flanked by craggy rocks on the seaside to the left, and hosts two nasty bunkers en route to the green. Hitting par on this hole is highly valued, regardless of the conditions.

○ 415 ● 447 ● 457



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town		Hazeltine		Oakmont
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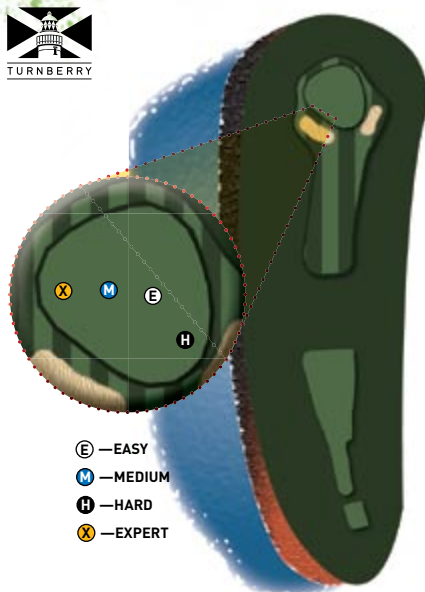


## #11 Turnberry (Ailsa Course) Par 3 - Handicap 18



Hole number 11, named "Maidens" after the village to the north, can be deceptive. With the tee box planted on the corner of the coast, crosswinds are common for this par 3, making it more challenging than it looks.

○ 146 ● 160 ● 175

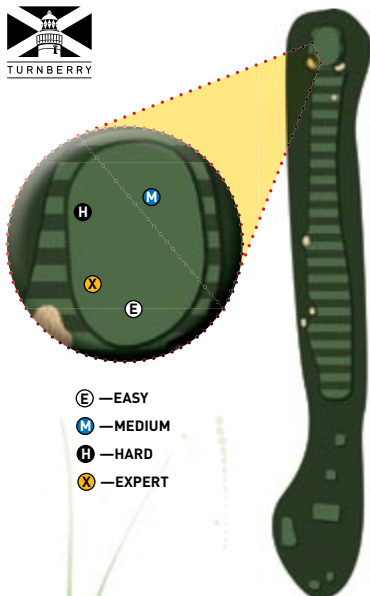


## #12 Turnberry (Ailsa Course) Par 4 - Handicap 8



The 12th hole is more than a straightaway par 4. Its name, "Monument," refers to the monument on the hill above the green, which commemorates the lost airmen stationed at Turnberry during the two World Wars.

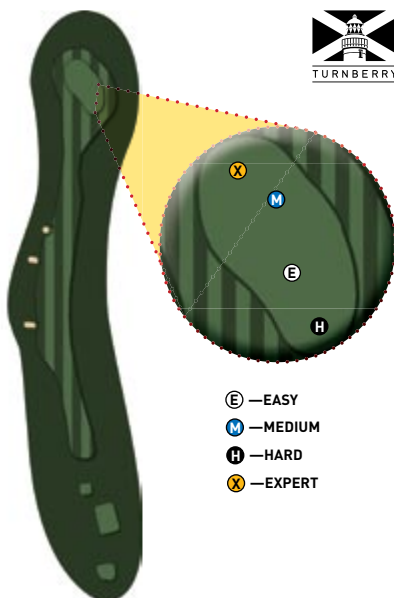
○ 377 ● 388 ● 447





Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town		Hazeltine		Oakmont
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass		Turnberry		Wentworth (West)

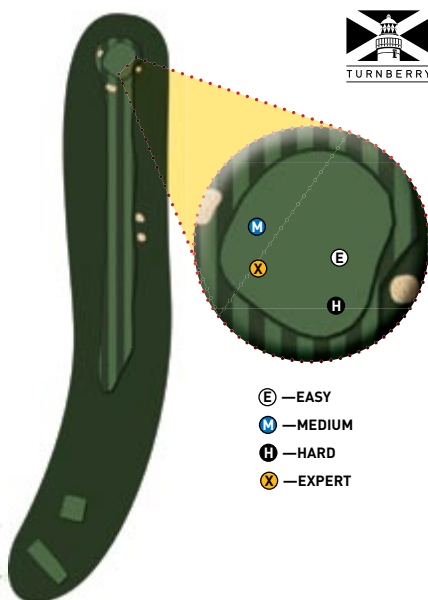
## Turnberry (Ailsa Course)



### #13 Turnberry (Ailsa Course) Par 4 - Handicap 14

The 13th is a dogleg right par 4 with a few bunkers down the left side. The key is the approach shot, which plays to a two-tiered, angled green, making distance control crucial.

○ 344 ● 380 ● 410



### #14 Turnberry (Ailsa Course) Par 4 - Handicap 2

Number 14 is named "Risk-and-Hope" for good reason. This long par 4 has a history of being the most difficult hole on the course, and requires bold and skillful shots, especially off the tee.

○ 390 ● 402 ● 449



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses		Extras			
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		



## #15 Turnberry (Ailsa Course)

### Par 3 - Handicap 16

The 15th is the final par 3. It plays to a small green protected by bunkers on the left and a big slope on the right. Errant tee shots on this hole can expect heavy punishment.

○ 170 ● 183 ● 206



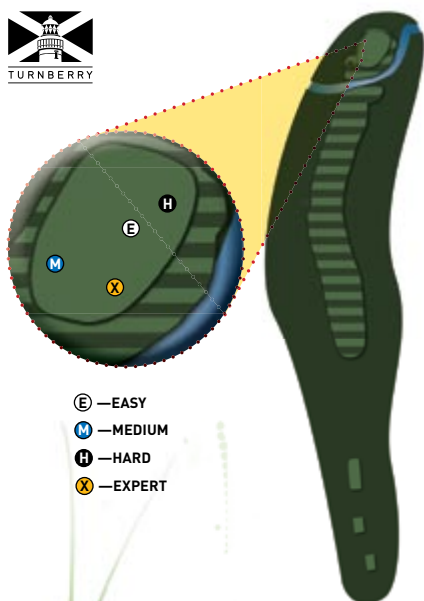
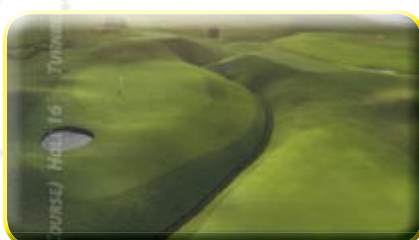
- (E) —EASY
- (M) —MEDIUM
- (H) —HARD
- (X) —EXPERT

## #16 Turnberry (Ailsa Course)

### Par 4 - Handicap 10

Hole 16, or "Wee Burn," is a straightaway par 4 named for the stream that cuts in front of the green. However, this burn may seem greater than "wee" when you have to carry it or suffer the consequences. Any approach short or right is trouble.

○ 385 ● 422 ● 455



- (E) —EASY
- (M) —MEDIUM
- (H) —HARD
- (X) —EXPERT

Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town		Hazeltine		Oakmont
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass		Turnberry		Wentworth (West)

## Turnberry (Ailsa Course)



### #17 Turnberry (Ailsa Course) Par 5 - Handicap 4

The 17th hole is a par 5 that presents several different challenges. Its name, "Good Whack," hints at the solid tee shot required to make the green in two here. The fairway narrows near the green, and is complimented by a bunker to the right. On the approach, watch out for the small but deep bunkers that surround the elevated green.

○ 457 ● 498 ● 558

- E — EASY
- M — MEDIUM
- H — HARD
- X — EXPERT

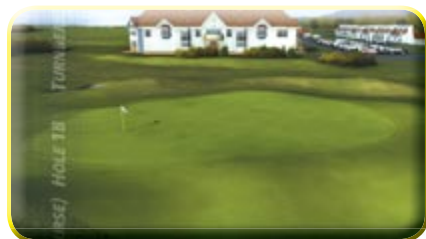


### #18 Turnberry (Ailsa Course) Par 4 - Handicap 12

The home hole on the Ailsa Course, named "Duel in the Sun," is a par 4 with a slight bend to the left. Tee shots down the right side of the fairway will not only avoid the bunkers on the left, but also set up an easier approach shot to the small but fairly flat green.

○ 370 ● 378 ● 461

- E — EASY
- M — MEDIUM
- H — HARD
- X — EXPERT



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

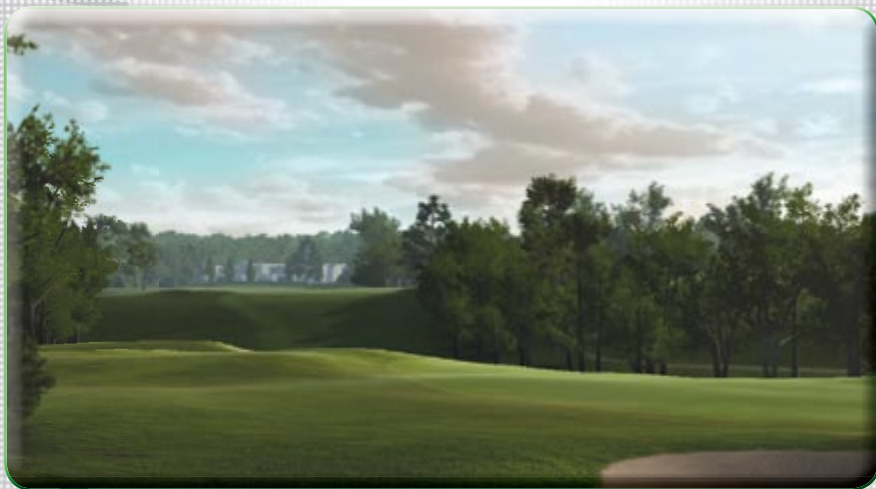


## Wentworth (West Course)

Surrey, England • Opened 1926

Par 72 • 6,786 yards • Architect Harry Colt

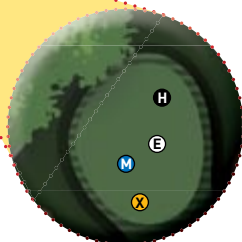
This 1953 Ryder Cup venue is about aspiration and inspiration. Golfers tread in the footsteps of the game's great players from the last 80 years. There are few more glorious natural settings for golf than this stretch of heath surrounded by woodland of pine, oak and birch, with vibrant rhododendrons adding a splash of color. The challenges are varied; fairways turn both ways and there is a wonderful flow to the course, with pleasing elevation changes and a variety par 3s, par 4s and par 5s of different lengths.





Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses		Extras			
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

## Wentworth (West Course)



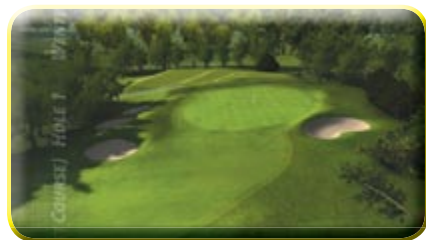
- E — EASY
- M — MEDIUM
- H — HARD
- X — EXPERT



### #1 Wentworth (West Course) Par 4 - Handicap 9

This long opening hole requires an accurate tee shot between the fairway bunkers, allowing an iron shot over the deep valley to a green protected by bunkers at the front and on both sides. The green has many subtle borrows.

○ 465 ● 473 ● 473



- E — EASY
- M — MEDIUM
- H — HARD
- X — EXPERT



### #2 Wentworth (West Course) Par 3 - Handicap 17

All the short holes on the West Course demand a lot of respect, with both club selection and feel for the shot being very important. From an elevated tee, the iron shot is played to a shallow green, guarded by a Spanish oak on the right and bunkers at both front and back.

○ 135 ● 154 ● 154



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses		Extras			
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

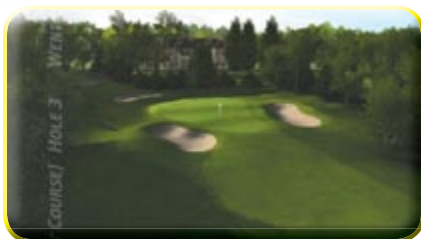


## #3 Wentworth (West Course)

### Par 4 - Handicap 3

This is a long, uphill par 4 requiring a drive that avoids the right-hand bunkers. The three-tiered plateau green will test the putting ability of any player if the second shot does not finish on the same level as the flag.

○ 442 ● 447 ● 465



- Ⓔ —EASY
- Ⓜ —MEDIUM
- ⓗ —HARD
- ⓧ —EXPERT

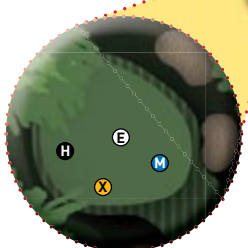


## #4 Wentworth (West Course)

### Par 5 - Handicap 11

This is a par 5 that doglegs right to left. It calls for an accurate drive over the brow of the hill, finishing short of the ditch, which will set up a probable birdie and a possible eagle opportunity. Much care is essential on the putting surface, as the green slopes right to left.

○ 485 ● 497 ● 552



- Ⓔ —EASY
- Ⓜ —MEDIUM
- ⓗ —HARD
- ⓧ —EXPERT



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

## Wentworth (West Course)

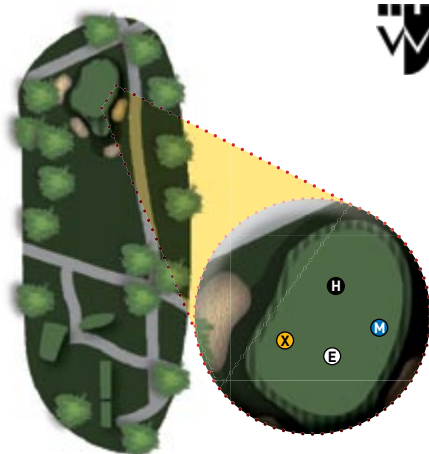


### #5 Wentworth (West Course)

#### Par 3 - Handicap 15

The deceptive green is guarded by bunkers to the front and sides, and requires an exact tee shot. Awareness of the breeze and the pin position is necessary, as the player cannot see the putting surface from the tee.

○ 169 ● 193 ● 212



- (E) —EASY
- (M) —MEDIUM
- (H) —HARD
- (X) —EXPERT

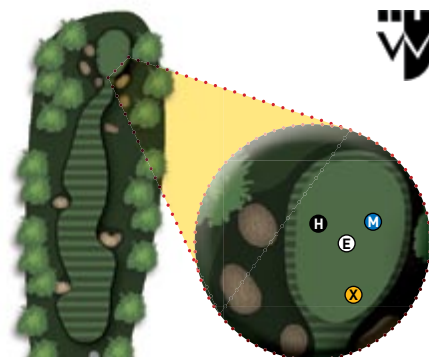


### #6 Wentworth (West Course)

#### Par 4 - Handicap 13

A good drive at the 6th hole will leave only a short pitch for the shot to the green. Although the green is well bunkered and slopes away at the back, a shot from the fairway should set up a birdie chance.

○ 342 ● 354 ● 418



- (E) —EASY
- (M) —MEDIUM
- (H) —HARD
- (X) —EXPERT



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		



## #7 Wentworth (West Course)

### Par 4 - Handicap 5

The tee shot should be played to the bottom of the slope of the ditch, allowing a clear sight uphill for the approach. The pin is usually positioned on the upper level, tempting the player to attack the flag. A birdie opportunity or a shot over the green can result.

○ 380 ● 396 ● 396



- (E) — EASY
- (M) — MEDIUM
- (H) — HARD
- (X) — EXPERT

## #8 Wentworth (West Course)

### Par 4 - Handicap 7

An accurate tee shot played to the right-hand side of the fairway is needed at this par 4. The iron shot is over a lake to an uphill, receptive green that slopes away very quickly at the back.

○ 388 ● 391 ● 401



- (E) — EASY
- (M) — MEDIUM
- (H) — HARD
- (X) — EXPERT



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses				Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

## Wentworth (West Course)



### #9 Wentworth (West Course)

#### Par 4 - Handicap 1

A tough hole with the railway line running down the left, the 9th demands a long, straight drive. An under-hit shot may find one of the front bunkers or trees located in close proximity on both sides and behind the green. This hole is often won with a par.

○ 437 ● 449 ● 452



- —EASY
- —MEDIUM
- —HARD
- —EXPERT



### #10 Wentworth (West Course)

#### Par 3 - Handicap 10

This is an attractive hole played over heather to a raised green, which runs left to right and is situated before a backdrop of pine trees. Club selection is dependent on the wind direction and strength, which is often not felt from the tee.

○ 174 ● 184 ● 184



- —EASY
- —MEDIUM
- —HARD
- —EXPERT



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses		Extras			
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		



## #11 Wentworth (West Course)

### Par 4 - Handicap 6

From an elevated tee, a good drive over heather and ditches, avoiding the bunkers on the right, will find the fairway. It slopes uphill, turning left. A short iron played over the greenside bunkers to a receptive putting surface provides a definite birdie chance.

○ 374 ● 389 ● 416



(E) —EASY  
(M) —MEDIUM  
(H) —HARD  
(X) —EXPERT



## #12 Wentworth (West Course)

### Par 5 - Handicap 18

A tee shot down the right side of the fairway will set up a birdie opportunity, as the green, in favorable conditions, is reachable in two shots for the long hitter. The ditch makes the second shot all the more important, especially with an out-of-bounds area behind the green.

○ 475 ● 509 ● 531



(E) —EASY  
(M) —MEDIUM  
(H) —HARD  
(X) —EXPERT



Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses		Extras			
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
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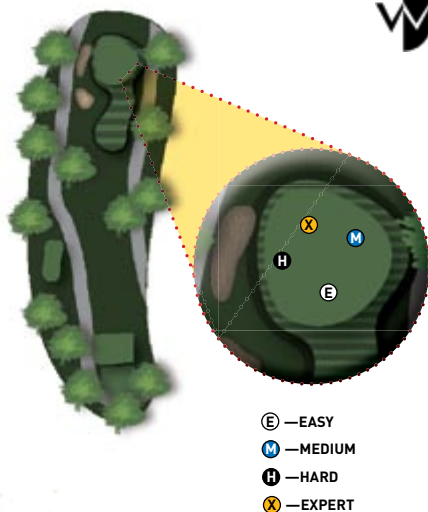
## Wentworth (West Course)



### #13 Wentworth (West Course) Par 4 - Handicap 2

The drive at the difficult 13th must be played to the right because the hole doglegs sharply to the left. Often the approach shot will be hit over trees and over the bunkers guarding the front of the green. For this high shot, judgment of the wind is vital.

○ 425 ● 437 ● 470



### #14 Wentworth (West Course) Par 3 - Handicap 12

This is the most demanding short hole on the West Course. It is severely uphill, with trees on both sides and bunkers on the left. For the players on the tee, both the pin position on the two-tiered green and a feeling for the wind strength is critical for club selection.

○ 178 ● 179 ● 179



Intro/New Features		Game Modes	Gameplay Basics	Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses		Extras	
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)



## #15 Wentworth (West Course)

### Par 4 - Handicap 4

A good tee shot is essential for this tough 15th hole. Played down the left side of the fairway, it will give a clear view of the green. An accurate iron shot is then required, as the flag is usually positioned on the right, behind a greenside bunker.

○ 458 ● 477 ● 490



- E —EASY
- M —MEDIUM
- H —HARD
- X —EXPERT



## #16 Wentworth (West Course)

### Par 4 - Handicap 16

The 16th appears quite easy but demands that you approach it with care. The tee shot, often with a fairway wood or a long iron, is played to the right of the fairway to avoid the bunkers. The green has been extended to bring the drop-off at the back more into play.

○ 372 ● 383 ● 383



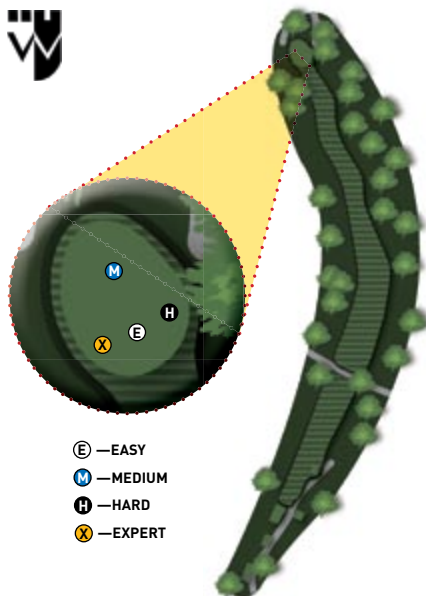
- E —EASY
- M —MEDIUM
- H —HARD
- X —EXPERT





Intro/New Features		Game Modes		Gameplay Basics		Wii™ Strategies		Build A Golfer	
Elevate Your Game		Courses		Wii™ Exclusive Courses		Extras			
Bay Hill	Bethpage (Black)	Doral	East Lake	Firestone	Harbour Town	Hazeltine	Oakmont		
Pebble Beach	Pinehurst No. 2	St Andrews	Torrey Pines	TPC Boston	TPC Sawgrass	Turnberry	Wentworth (West)		

## Wentworth (West Course)



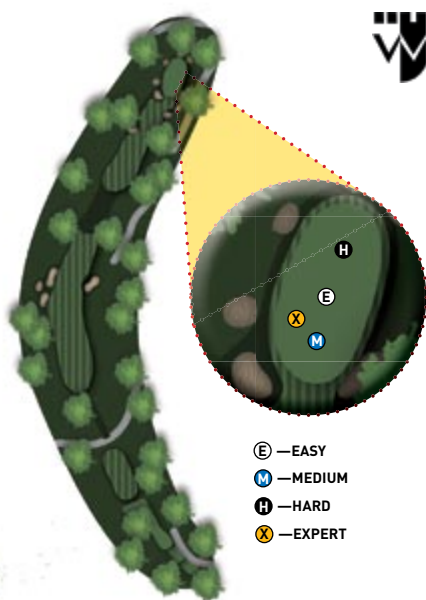
- Ⓔ —EASY
- Ⓜ —MEDIUM
- Ⓕ —HARD
- ⓧ —EXPERT

### #17 Wentworth (West Course)

#### Par 5 - Handicap 8

This is the longest hole on the West Course. This tee shot must be directed down the left, with the ball breaking to the right, off a sloping fairway and away from neighboring gardens. The green is reachable in two for the long hitters, although the prudent play will leave a nice short pitch.

○ 549 ● 566 ● 610



- Ⓔ —EASY
- Ⓜ —MEDIUM
- Ⓕ —HARD
- ⓧ —EXPERT

### #18 Wentworth (West Course)

#### Par 5 - Handicap 14

Another a par 5 where you should expect to score birdie or better.. A deceptively large green, protected by bunkers all around and bushes on the right, encourages an attacking second shot. The putting surface falls to the left and often the putt will have a double break.

○ 491 ● 521 ● 538



Intro/New Features	Game Modes	Gameplay Basics	Wii™ Strategies	Build A Golfer
Elevate Your Game	Courses		Wii™ Exclusive Courses	Extras
Banff Springs	Cog Hill	Fancourt	Gary Player	Kiawah Island
TPC Scottsdale	Westchester	Wolf Creek		
			Riviera	Sheshan
				The K Club



# Wii™ Exclusive Course Overviews

## Banff Springs • Par 71 • 6,938 Yards

### Hole #1 • Par 4 • Handicap 9

○ 353 ● 383 ● 414

Banff Springs starts off with par 4 that has a generous landing area off the tee and a beautiful mountain landscape in the back drop. A drive down the right center of the fairway will leave the best angle for your approach to this gradually sloping green, guarded on three sides by bunkers.

### Hole #2 • Par 3 • Handicap 15

○ 127 ● 147 ● 171

This par 3 plays to an upward sloping green that is elevated and well trapped. Using one extra club here is recommended, however, being below the pin on your tee shot will help your putting.

### Hole #3 • Par 5 • Handicap 3

○ 465 ● 501 ● 528

Target your drive left-center on this par 5. Long hitters may try for the green in two, but must play a left-to-right shot around the hill. Pin placement on this green can make putting and chipping very difficult. The long, undulating green has a lower tier at the back and a slope from right to left along the right side.

### Hole #4 • Par 3 • Handicap 13

○ 79 ● 165 ● 192

This picturesque par 3, world-famous "Devil's Cauldron," is nice to look at, but don't get too distracted. A tough tee shot from an elevated tee must carry the glacial lake to a small bowl green. A steep bank runs in the front of the green, so don't be short.



### Hole #5 • Par 4 • Handicap 5

○ 359 ● 391 ● 424

Hole 5 is a demanding dogleg left par 4 with fairway traps on the right and left side. A drive to the upper fairway tier will leave the best approach shot to an angled green, guarded by several sand traps. Subtle breaks in the back of the green will make putting a real challenge.

### Hole #6 • Par 4 • Handicap 11

○ 307 ● 344 ● 373

The 6th is a short par 4 with a small, elevated green. Try to keep your approach shot to this well-bunkered green short of the pin. The green slopes from back to front, which will make all putts from above the hole a slippery proposition.

### Hole #7 • Par 5 • Handicap 1

○ 517 ● 540 ● 602

Try to keep your tee shot right to avoid the fairway bunker on this long par 5. The second shot can be laid up short of the fairway traps, or big hitters can go for the well-guarded green in two. The green is long and funnels toward the middle through the entire length with a gradual slope from front to back.

### Hole #8 • Par 3 • Handicap 17

○ 91 ● 125 ● 150

This short par 3 over water is played to a green surrounded by trouble. Playing to the left center is the safest shot, as the green has a ridge through the center with the right side sloping toward the water.

Intro/New Features	Game Modes	Gameplay Basics	Wii™ Strategies	Build A Golfer
Elevate Your Game	Courses		Wii™ Exclusive Courses	Extras
Banff Springs	Cog Hill	Fancourt	Gary Player	Kiawah Island
TPC Scottsdale	Westchester	Wolf Creek	Riviera	Sheshan
				The K Club

## Wii™ EXCLUSIVE COURSE OVERVIEWS

### Hole #9 • Par 5 • Handicap 7

○ 407 ● 458 ● 501

On this par 5, target your tee shot to the left center to avoid the gully on the right. Be sure to play your second shot a little left of the pin because the green slopes from left to right. Any putt from above the hole will be very fast, as the grain also points toward the river.

### Hole #10 • Par 3 • Handicap 14

○ 128 ● 197 ● 218

The back nine starts with a long par 3 that requires a very demanding shot to a green protected by a large bunker to the left and water in front and to the right. Once you reach the green, you are welcomed by a relatively large, flat putting surface.

### Hole #11 • Par 4 • Handicap 10

○ 357 ● 389 ● 417

Play your tee shot here over the traps on the left side to avoid the gully, a sand trap, and a pesky fairway tree on the right. The green is surrounded by several sand traps, but the putting surface is flat and will leave a lot of makeable putts.

### Hole #12 • Par 4 • Handicap 8

○ 390 ● 414 ● 442

The target area off the tee here on the 12th hole is on the left center of the fairway. That will leave a difficult approach to a narrow green, protected by bunkers left and the Bow River to the right. The green has a lower tier at the front and slopes generally back to front.

### Hole #13 • Par 3 • Handicap 16

○ 149 ● 191 ● 225

Another long par 3, this requires an accurate tee shot to a green that slopes from back to front and is protected by several large bunkers and mounds on the left and right.

### Hole #14 • Par 4 • Handicap 2

○ 354 ● 411 ● 440

Possibly the best par 4 on the course, this is a hole where par is a great score. The target area is left center, which leaves an open shot to the green. Avoiding the sand traps to the front right and the deep bunkers to the left and rear of this green is crucial. The green slopes left to right and up toward the back.

### Hole #15 • Par 4 • Handicap 4

○ 405 ● 459 ● 475

A right-to-left ball over the creek to the center of the fairway is the ideal tee shot on this par 4. That will leave an open second shot to an undulating green guarded by traps right, left, and back. Watch for putts that break two and even three times on this green.

### Hole #16 • Par 4 • Handicap 12

○ 348 ● 385 ● 414

Aim your tee shot over the fairway bunker or out to the right with a draw on this par 4 nicknamed "Goat." The approach shot is to a tiered green with a ridge along the front edge and that is protected by several traps short and to the right.

### Hole #17 • Par 4 • Handicap 18

○ 314 ● 337 ● 374

The tee shot here should be played down the right side to allow for an open shot to the green. A large trap front left of the green makes the approach shot difficult if the pin is on the left. Plus a large slope from back to front makes all putts from the back difficult.

### Hole #18 • Par 5 • Handicap 6

○ 457 ● 552 ● 578

The 18th at Banff Springs is a dogleg right par 5, where a tee shot down the left side leaves the best angle for your second shot. Avoid the right side, as bunkers and mounds can ruin your score. The two tiers and the extreme slope toward the front on this green will challenge even the best putters.

Intro/New Features	Game Modes	Gameplay Basics	Wii™ Strategies	Build A Golfer
Elevate Your Game	Courses		Wii™ Exclusive Courses	Extras
Banff Springs	Cog Hill	Fancourt	Gary Player	Kiawah Island
TPC Scottsdale	Westchester	Wolf Creek		Riviera
				Sheshan
				The K Club



# Cog Hill Golf & CC • Par 71 • 6,970 Yards

## Hole #1 • Par 4 • Handicap 9

○ 388 ● 405 ● 460

A 455-yard par 4, the first hole is a dogleg left with sand on both sides of the tee-shot landing area. With a good drive in the fairway, players are left with a short to middle iron into the green.

## Hole #2 • Par 3 • Handicap 17

○ 137 ● 143 ● 170

This 180-yard, par 3 features a green surrounded by bunkers. The tee shot must travel through a narrow entrance guarded by trees to a green contoured left in front, mounded in the middle, and sloping away in back.

## Hole #3 • Par 4 • Handicap 7

○ 293 ● 358 ● 401

This par 4, 424-yard hole requires accuracy off the tee. Most players are left with a challenging short-iron second shot to a two-tiered green.

## Hole #4 • Par 4 • Handicap 5

○ 290 ● 358 ● 407

One of the toughest holes on the front nine, the 434-yard par 4 has a tight, sloping green surrounded by deep sand bunkers.

## Hole #5 • Par 4 • Handicap 3

○ 450 ● 478 ● 519

This hole used to be a 525-yard par 5 but it has been converted to a par 4 for tournament play. The second shot must negotiate bunkers in front of the green.



## Hole #6 • Par 3 • Handicap 15

○ 144 ● 192 ● 226

A long par 3 at 242 yards, this hole features a two-tiered green that slopes to the front fringe, surrounded by five sand bunkers. This is the most difficult par 3 on the course.

## Hole #7 • Par 4 • Handicap 13

○ 285 ● 372 ● 377

This 425-yard par 4 doglegs right. The fairway is lined with trees on both sides, with a large sand bunker blocking the primary landing area. Most players are left with a short-iron second shot to the elevated green.

## Hole #8 • Par 4 • Handicap 11

○ 320 ● 326 ● 368

With trees protecting the landing area on this 384-yard par 4, most players hit a long iron or fairway wood off the tee. The two-tiered green slopes forward and is guarded by deep bunkers.

## Hole #9 • Par 5 • Handicap 1

○ 459 ● 545 ● 565

The most difficult of the par 5s, this hole has been lengthened to 600 yards with a tight, tree-lined fairway. The green slopes slightly from back to front.



Intro/New Features	Game Modes	Gameplay Basics	Wii™ Strategies	Build A Golfer
Elevate Your Game	Courses	Wii™ Exclusive Courses	Extras	
Banff Springs	Cog Hill	Fancourt	Gary Player	Kiawah Island
TPC Scottsdale	Westchester	Wolf Creek	Riviera	Sheshan
				The K Club

## Wii™ EXCLUSIVE COURSE OVERVIEWS

### Hole #10 • Par 4 • Handicap 14

○ 316 ● 329 ● 362

This 380-yard par 4 is a great birdie opportunity if the player misses the trees on both sides and lands his tee shot in the fairway.

### Hole #11 • Par 5 • Handicap 2

○ 450 ● 508 ● 550

Another good birdie opportunity, this 564-yard par 5 is reachable in two, but a sharp dogleg on the approach can make this small green tough to hit. There is an out-of-bounds area to the right, bunkers stand the left of the landing area, and second shots to the green must carry the trees.

### Hole #12 • Par 3 • Handicap 18

○ 169 ● 180 ● 206

A downhill par 3 with trees and out-of-bounds areas surrounding the back side of the green, this 220-yard hole is guarded by deep sand bunkers.

### Hole #13 • Par 4 • Handicap 6

○ 320 ● 381 ● 446

This 482-yard par 4 was the most difficult hole on the course in 1995. The green is difficult to hit in regulation unless the tee shot is perfectly positioned in the middle of the fairway. Gusting winds can make the second shot tricky.

### Hole #14 • Par 3 • Handicap 16

○ 118 ● 176 ● 190

The large green on this 192-yard par 3 slopes from right to left and is surrounded by sand bunkers. The key is to land the tee shot below the hole.

### Hole #15 • Par 5 • Handicap 4

○ 423 ● 456 ● 498

The 15th hole at Cog Hill Golf & Country Club is a straightaway with a slight dogleg right at the green. This 519-yard par 5 is a prime eagle opportunity. Make sure to take advantage of it.

### Hole #16 • Par 4 • Handicap 10

○ 363 ● 374 ● 397

The 445-yard, par 4 dogleg left has trees to the right of the landing area and a fairway that slopes to the left. The green is flat with trees and sand surrounding three sides.

### Hole #17 • Par 4 • Handicap 12

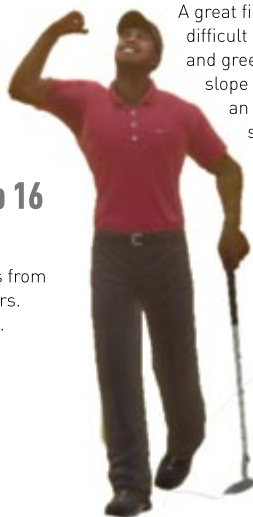
○ 300 ● 370 ● 380

This 420-yard slight dogleg right requires a tee shot in the fairway. Look for most players to hit a fairway wood or long iron for placement.

### Hole #18 • Par 4 • Handicap 8

○ 365 ● 396 ● 448

A great finishing hole, it's the most difficult hole on the course. The fairway and green on this 480-yard par 4 both slope toward a pond on the left, often an unfortunate landing area for second shots.



Intro/New Features	Game Modes	Gameplay Basics	Wii™ Strategies	Build A Golfer
Elevate Your Game	Courses		Wii™ Exclusive Courses	Extras
Banff Springs	Cog Hill	Fancourt	Kiawah Island	Riviera
TPC Scottsdale	Westchester	Wolf Creek		Sheshan
				The K Club



# Fancourt (Links Course) • Par 73 • 7,540 Yards

## Hole #1 • Par 4 • Handicap 16

○ 333 ● 366 ● 398

The opening tee shot is to a very wide fairway. The left-hand side of the fairway should be favored, which will leave the golfer with a clear view of the green that is protected on the right by a huge dune. On occasion, the golfer will see only the top of the flag.



## Hole #2 • Par 3 • Handicap 6

○ 172 ● 215 ● 232

This downhill long par 3 will require a long iron or fairway wood depending on the tee and pin positions. The green is unique in that it features a bunker within the green.

## Hole #3 • Par 4 • Handicap 2

○ 369 ● 390 ● 472

This hole requires accuracy on the tee shot to leave the golfer with a medium- to short-iron shot to the green. When not sure, it is best for the golfer to lay up and then pitch and putt for par. This is probably the most intimidating hole on the golf course.

## Hole #4 • Par 4 • Handicap 8

○ 371 ● 461 ● 497

After three difficult holes to start with, the you are faced with a long par 4, where the fairway is wide and the front of the green is open.

## Hole #5 • Par 5 • Handicap 18

○ 462 ● 531 ● 552

This hole normally plays into the prevailing breeze. It requires a good drive, and then a lay up shot short of the wetland fronting the green, followed by a pitch shot onto the green. Only the very long hitters will be able to reach this green in two.

# THE LINKS

## Hole #6 • Par 4 • Handicap 14

○ 310 ● 333 ● 343

The tee shot requires accuracy to stay out of the fairway bunkers. The best angle into this very small green is from the right-hand side. Only the most accurate pitch shot will set the golfer up for a par or a birdie.

## Hole #7 • Par 4 • Handicap 4

○ 389 ● 442 ● 478

While the fairway is very wide, the best angle into the green is from the left. The approach shot to the green from the right-hand side of the fairway is "blind." When the wind is from the left, the player must be careful to avoid the wetland to the right of the green.

## Hole #8 • Par 3 • Handicap 12

○ 140 ● 183 ● 203

The dune to the left obscures the fairway to the left of the green. The wetland to the right of the green is very much in play and anything slightly to the right will be penalized.

Intro/New Features	Game Modes	Gameplay Basics	Wii™ Strategies	Build A Golfer
Elevate Your Game	Courses	Wii™ Exclusive Courses	Extras	
Banff Springs	Cog Hill	Fancourt	Gary Player	Kiawah Island
TPC Scottsdale	Westchester	Wolf Creek	Riviera	Sheshan
				The K Club

## Wii™ EXCLUSIVE COURSE OVERVIEWS

### Hole #9 • Par 5 • Handicap 10

○ 541 ● 594 ● 594

Depending on the wind direction, the golfer may be tempted to try to carry the large bunker on the left of this slight dogleg to the left. Forty yards short of the green runs the Plattner burn. Only two exceptionally long shots will cross the burn. The green is small and slopes off severely to the right.

### Hole #10 • Par 4 • Handicap 3

○ 333 ● 393 ● 410

The fairway is wide and prominently features two fairway bunkers. After a good drive, a medium iron will reach this highly elevated green, which is the highest point on the golf course. The deep bunkers in front of the green will catch any mishit approach shot to the green.

### Hole #11 • Par 3 • Handicap 17

○ 132 ● 140 ● 162

A series of tees offers different angles on the tee shot on this, the shortest, par 3 on the golf course. The green is split in two by a deep valley, the "Valley of Sin," from which two putts will always be tricky.

### Hole #12 • Par 4 • Handicap 1

○ 419 ● 446 ● 506

This hole calls for length on the tee shot and extreme accuracy on the second shot. Any ball to the left of the green will end up in the wetland. Conservative play is to the right of the green from which a pitch and one putt may result in a par.

### Hole #13 • Par 5 • Handicap 13

○ 495 ● 515 ● 535

As the shortest par 5, this green can be reached in two shots. However, the tee shot must first negotiate the fairway bunkers. Beyond them, the golfer will be in a position to reach the green in two. The cross bunker to the left and short of the grass creates "dead" ground between this bunker and the green.

### Hole #14 • Par 4 • Handicap 15

○ 308 ● 325 ● 363

A brave tee shot with a driver will be rewarded with only a short pitch shot into a very small green surrounded by dunes. This is one of the most picturesque holes on the golf course.

### Hole #15 • Par 4 • Handicap 5

○ 355 ● 397 ● 464

This dogleg to the left entices the golfer to try to carry as much of the wetland on the inside of the dogleg as possible to set up a very short pitch shot to a peninsula green. This hole reflects a risk and reward philosophy. The bolder the tee shot, the easier the second shot will be.

### Hole #16 • Par 5 • Handicap 7

○ 564 ● 564 ● 587

After a good drive the golfer will have to decide whether to lay up short of the large bunker to the left of the fairway, or to try to hit a fairway wood far down an ever-narrowing fairway. The bunker to the front left of the green protects the pin position behind it.

### Hole #17 • Par 3 • Handicap 9

○ 142 ● 169 ● 192

The hole plays significantly more difficult when the pin is on the back part of the green. The burn in front and to the left of the green is an intimidating hazard.

### Hole #18 • Par 5 • Handicap 11

○ 487 ● 531 ● 552

The tee shot on the finishing hole is uphill to a wide fairway. The par 5 is reachable by the long hitter under downwind conditions. The main defense of this hole is the undulating green.

Intro/New Features	Game Modes	Gameplay Basics	Wii™ Strategies	Build A Golfer
Elevate Your Game	Courses	Wii™ Exclusive Courses	Extras	
Banff Springs	Cog Hill	Fancourt	Gary Player	Kiawah Island
TPC Scottsdale	Westchester	Wolf Creek	Riviera	Sheshan
				The K Club



# Gary Player CC at Sun City • Par 72 • 7,162 Yards

## Hole #1 • Par 4 • Handicap 7

○ 359 ● 381 ● 403

The ideal tee shot on this tough opening hole is to the left center of the fairway. The bunker on the right side is to be avoided at all costs. The green is well bunkered in the front, and, depending on the pin position, a mid-iron shot is required for your approach.

## Hole #2 • Par 5 • Handicap 13

○ 448 ● 483 ● 520

The emphasis on this par 5 is driving accuracy. Once on the fairway, decide whether to carry a large dam on the right of the fairway, or lay up to a narrow, sloping section of fairway on the left. A well-bunkered green with numerous pin positions awaits your approach.

## Hole #3 • Par 4 • Handicap 3

○ 325 ● 375 ● 411

Accuracy is the key from the tee, with bush on the left and a bunker on the right. A mid-iron approach leads to a three-tiered narrow green with bunkers on either side. Remember to use enough club, as the green is higher than meets the eye.

## Hole #4 • Par 3 • Handicap 9

○ 168 ● 182 ● 195

As if the length is not challenging enough, this par 3 calls for the tee shot to fly over the corner of a lake fronting the green. Once on the green, no par is assured, as the breaks have fooled many a golfer.



## Hole #5 • Par 4 • Handicap 11

○ 346 ● 376 ● 449

This seemingly straightforward hole is not to be underestimated. A short-iron second shot can be very intimidating to this three-tiered, well-bunkered green. The various pin positions are what make this hole, and only a small amount of the work is needed after you have found the fairway with your tee shot.

## Hole #6 • Par 4 • Handicap 15

○ 325 ● 343 ● 388

A long-iron tee shot is ideal at this short par 4. Any tee shot left of center leaves a blind second shot over bush. Favor the right side of the fairway, which will leave a downhill short iron to a green guarded by bunkers in the front and at the back.

## Hole #7 • Par 3 • Handicap 17

○ 162 ● 192 ● 206

Most will abandon any pretence of aiming for the flag and happily settle for the safety of the green. Surrounded by a horseshoe of sand and partly hidden from the tee, a finish on the putting surface is achievement enough.

## Hole #8 • Par 4 • Handicap 1

○ 325 ● 401 ● 450

The toughest hole on the golf course requires an accurate tee shot to a fairway surrounded by dense bush. A water hazard running across the fairway is to be avoided, leaving a medium- to long-iron, uphill approach to a sloping green.



Intro/New Features	Game Modes	Gameplay Basics	Wii™ Strategies	Build A Golfer
Elevate Your Game	Courses	Wii™ Exclusive Courses	Extras	
Banff Springs	Cog Hill	Fancourt	Gary Player	Kiawah Island
TPC Scottsdale	Westchester	Wolf Creek	Riviera	Sheshan
				The K Club

## Wii™ EXCLUSIVE COURSE OVERVIEWS

### Hole #9 • Par 5 • Handicap 5

○ 465 ● 520 ● 545

The signature hole at the Gary Player Country Club. This par 5 is a genuine three-shotter for most golfers. For the brave, the island green is more susceptible to a short-iron third shot than a long fairway wood. A par 5 here is always a good score.

### Hole #10 • Par 5 • Handicap 16

○ 466 ● 490 ● 500

This straightforward looking par 5 places emphasis on the second shot. The green is not visible for the approach due to a large bunker on a prominent mound short of a narrow green. Playing the third shot from the fairway is essential.

### Hole #11 • Par 4 • Handicap 10

○ 359 ● 383 ● 419

This dogleg left requires an accurate tee shot that must carry a narrow chute and land short of a menacing fairway bunker. Once on the fairway, a straightforward second shot awaits players. Cut off the dogleg at your own peril.

### Hole #12 • Par 3 • Handicap 14

○ 157 ● 187 ● 200

It looks straightforward, but this par 3 demands an accurate tee shot, particularly when the pin is at the front of the green. Under-hit shots will fall in the sand at the front and to the left, while too much club will see the ball run to the back of a testing green.

### Hole #13 • Par 4 • Handicap 2

○ 355 ● 375 ● 406

Two bunkers await the over-hit or pulled tee shot and can make it a very long uphill journey to a testing green. Make sure that enough club is used to reach this severely sloping green.

### Hole #14 • Par 5 • Handicap 8

○ 450 ● 524 ● 550

An accurate tee shot is required on this dogleg right par 5. Players wishing to hit the green in two must beware the large waste bunker with punishing pampas grass surrounding the green. The sensible play is to lay up, leaving a short iron for the third shot.

### Hole #15 • Par 4 • Handicap 6

○ 361 ● 381 ● 431

Favor the right with the tee shot and the left with the approach to weave a path between the bunkers. If the player gets into a good position off the tee, the pin can be vulnerable, making this hole a good birdie opportunity, depending on the pin position.

### Hole #16 • Par 3 • Handicap 18

○ 143 ● 163 ● 193

The water on the left does not come into play; instead, sand around the green is the hazard again. The shortest of the par 3s, action here matches the dramatic view of Sun City from the green.

### Hole #17 • Par 4 • Handicap 12

○ 374 ● 392 ● 437

The dry route is guarded by sand, so the tee shot must split a fairway rolling right to left toward water. Accuracy is the key as any perfect tee shot leaves a short iron into the green.

### Hole #18 • Par 4 • Handicap 4

○ 374 ● 402 ● 459

The tee shot must lay up short and right of the water, leaving a long second to an undulating green protected front right and left by bunkers. Ensure that enough club is used, as this shot is longer than it looks. The target can look extremely intimidating on this dogleg left closing hole.

Intro/New Features	Game Modes	Gameplay Basics	Wii™ Strategies	Build A Golfer
Elevate Your Game	Courses		Wii™ Exclusive Courses	Extras
Banff Springs	Cog Hill	Fancourt	Gary Player	Kiawah Island
TPC Scottsdale	Westchester	Wolf Creek		Riviera
				Sheshan
				The K Club



# Kiawah Island Golf • Par 72 • 7,356 Yards

## Hole #1 • Par 4 • Handicap 15

○ 357 ● 375 ● 395

No. 1 is one of the easiest holes on the course. Feel free to launch a drive off the tee, but a 3-wood is often sufficient. The left side of the fairway gives the best angle to the green. This is a good hole to get your round started with a possible birdie

## Hole #2 • Par 5 • Handicap 3

○ 495 ● 528 ● 543

This is an extremely demanding 3 shot par 5. Depending on the result of your drive, either lay up short of the marsh, leaving approximately 140 yards, or carry over it, leaving a short wedge to a long, but shallow green.

## Hole #3 • Par 4 • Handicap 9

○ 310 ● 367 ● 390

The best angle to this green is from upper or left part of a wide two-level fairway. The green is elevated with marsh coming into play long and left.

## Hole #4 • Par 4 • Handicap 1

○ 396 ● 432 ● 453

Fairway has more room to the right than appears from the tee. A tee shot too far left will run through the fairway into the hazard. The green is guarded by a front right waste area and dunes behind.



## Hole #5 • Par 3 • Handicap 11

○ 171 ● 185 ● 207

This par 3 green is divided in half by a huge ridge. If the pin is on the left half of the green, add at least one club. Watch the wind here. Putts from the opposite side of the ridge will be challenging.

## Hole #6 • Par 4 • Handicap 13

○ 331 ● 377 ● 455

This medium length par 4 offers a wide fairway with a waste bunker and a pond protecting the left side. The approach to this deep green is open in the front while protected by a waste area to the right and additional bunkers to the left.

## Hole #7 • Par 5 • Handicap 7

○ 484 ● 505 ● 527

This medium length par 4 offers a wide fairway with a waste bunker and a pond protecting the left side. The approach to this deep green is open in the front while protected by a waste area to the right and additional bunkers to the left.

## Hole #8 • Par 3 • Handicap 17

○ 151 ● 170 ● 197

A wide two-level green that narrows at the back where it slopes down. A short to middle iron to the center of the green will always leave you a reasonable two putt. This green is guarded by waste area on the right and behind.

Intro/New Features	Game Modes	Gameplay Basics	Wii™ Strategies	Build A Golfer
Elevate Your Game	Courses		Wii™ Exclusive Courses	Extras
Banff Springs	Cog Hill	Fancourt	Gary Player	Kiawah Island
TPC Scottsdale	Westchester	Wolf Creek	Riviera	Sheshan
				The K Club

## Wii™ EXCLUSIVE COURSE OVERVIEWS

### Hole #9 • Par 4 • Handicap 5

○ 399 ● 415 ● 464

Visually intimidating, however the fairway is quite wide. The green accepts shots more readily than it appears. A right to left approach from the right center of the fairway is desired here. Watch for a deep pot bunker behind this green.

### Hole #10 • Par 4 • Handicap 18

○ 347 ● 378 ● 439

Difficult tee shot. Fairway widens up to the right over the hill, but beware of the huge waste area on the right. Approach this green from right to left for best results. Players should avoid going over this green.

### Hole #11 • Par 5 • Handicap 10

○ 476 ● 521 ● 562

Another 3 shot par 5. Avoid the waste area to the right on the tee shot as it is very deep. Two good shots will set up a short approach to this elevated green guarded by waste in the front and to the right.

### Hole #12 • Par 4 • Handicap 8

○ 398 ● 420 ● 466

Wide fairway drops downhill and to the left to a big undulating green flanked by water on the right. There is more room to bail out on approach to the left than appears.

### Hole #13 • Par 4 • Handicap 12

○ 333 ● 371 ● 404

Drive it to the right of the waste area in the fairway and bite off as much as you have the nerve for. The water runs all up the right side of the fairway and green. Watch the wind on your approach to this deep green.

### Hole #14 • Par 3 • Handicap 14

○ 151 ● 171 ● 194

This par 3 offers a spectacular view of the Atlantic. Elevated green is guarded by waste on the left side. Check the wind to determine club selection to this deep green. Players that miss this green will be tested to save par.

### Hole #15 • Par 4 • Handicap 16

○ 358 ● 391 ● 421

Favor left center of the fairway off the tee to leave a short to mid iron into this very accessible green. Avoid going over or left of this green on approach.

### Hole #16 • Par 5 • Handicap 4

○ 491 ● 555 ● 579

A long drive down the right side of the fairway catches slope giving you the option of going for this par 5 in two. If you do, avoid the huge waste area left to the green because it is just as difficult as it appears. A proper lay up will leave a short wedge.

### Hole #17 • Par 3 • Handicap 6

○ 168 ● 197 ● 221

This final par 3 is visually intimidating. Take a deep breath, check the wind, and take it to the middle of the green. Proper club selection is critical. Anywhere left is not always good but dry. Par is a good score here.

### Hole #18 • Par 4 • Handicap 2

○ 386 ● 421 ● 439

The best tee shot here will favor the right center of the fairway. Players who end up on the left side are forced to contend with an approach over natural dunes that cut in front of this very deep and well-guarded green.

Intro/New Features	Game Modes	Gameplay Basics	Wii™ Strategies	Build A Golfer
Elevate Your Game	Courses		Wii™ Exclusive Courses	Extras
Banff Springs	Cog Hill	Fancourt	Gary Player	Kiawah Island
TPC Scottsdale	Westchester	Wolf Creek	Riviera	Sheshan
				The K Club



# Riviera Country Club • Par 71 • 6,862 Yards

## Hole #1 • Par 5 • Handicap 3

○ 497 ● 503 ● 503

A great starting hole. The tee rests 75 feet from the fairway. With a big tee shot, players can set themselves up with a birdie or possibly an eagle. With out-of-bounds areas on the left and trees right, an errant tee shot could spell trouble.

## Hole #2 • Par 4 • Handicap 13

○ 445 ● 463 ● 463

The most demanding hole on this course. Members play this hole as a par 5. A slight dogleg with out-of-bounds areas on the left and trees on the right makes for a narrow tee shot. After negotiating the tee shot, you are left with a long iron or wood into a green that is only 25 feet wide and heavily bunkered.

## Hole #3 • Par 4 • Handicap 17

○ 405 ● 434 ● 434

This is the first hole designed to play dead into the wind. A slight fade off the tee sets up your second shot. However, you must be careful, as your second shot is played to a hard, shallow green that slopes away from you. A huge bunker also comes into play in front and along the right side of the green. Four is a good score here.

## Hole #4 • Par 3 • Handicap 9

○ 223 ● 236 ● 236

A very challenging par 3. Most players will be using anywhere from a 3-iron to a 3-wood, depending on the wind conditions. The green is well guarded by a large bunker in front and slopes severely from right to left. Most players favor the left side of the green when planning their approach.

## Hole #5 • Par 4 • Handicap 15

○ 408 ● 419 ● 434

Riviera returned the tee to its original placement on a small hill to the right of its previous location. This brings the wind into play, whereas before it was shielded by the hill. The preferred drive will now be a slight fade for most, whereas before the hole favored a draw from the tee.

## Hole #6 • Par 3 • Handicap 7

○ 144 ● 175 ● 199

There's no other par 3 like it! A two-tiered green with a bunker right in the middle. A good birdie opportunity if you're on the correct side of the green. But if you're not you are faced with the decision of whether to chip over the bunker or putt around it. A great vantage point for the spectators.

## Hole #7 • Par 4 • Handicap 11

○ 370 ● 408 ● 408

This is now the toughest drive on the course because not only do you have to hit a fade, but also there is a hump in the fairway right at the preferred landing area. If you land the ball on the left side of the hump, it could careen into the bunker. If the ball hits on the right side of the hump, it could kick out-of-bounds into the barranca.

## Hole #8 • Par 4 • Handicap 1

○ 375 ● 416 ● 433

The shorter hitter, or a player choosing to lay up, can play in front of the left fairway bunker. The player then faces a middle iron into a narrow green, which offers the option of running the ball onto the putting surface. Driving down the right fairway leaves a shorter iron shot to the green. Depending on the pin placement, the golfer now has a better angle with which to approach the green.



Intro/New Features	Game Modes	Gameplay Basics	Wii™ Strategies	Build A Golfer
Elevate Your Game	Courses		Wii™ Exclusive Courses	Extras
Banff Springs	Cog Hill	Fancourt	Gary Player	Kiawah Island
TPC Scottsdale	Westchester	Wolf Creek	Riviera	Sheshan
				The K Club

## Wii™ EXCLUSIVE COURSE OVERVIEWS

### Hole #9 • Par 4 • Handicap 5

○ 406 ● 420 ● 458

The original intention was that these fairway cross bunkers were to be in play, but today's Pros, with the vastly improved equipment and balls, just hit their drives well over them. The shorter hitter will be forced to lay up short or to the right of the left bunker, while the longer player can hit over or around the right cross bunker.

### Hole #10 • Par 4 • Handicap 12

○ 301 ● 315 ● 315

Jack Nicklaus call this "one of the best 10th holes in major championship golf." A short hole, but it is by no means easy. Longer hitters can drive this green, but extreme accuracy is required. The ideal spot to come into this green is from the left side of the fairway. An extremely narrow green with bunkers right, left and behind gives this hole its character.

### Hole #11 • Par 5 • Handicap 10

○ 513 ● 564 ● 564

This is the first hole where the barranca really comes into play. If the player's tee shot finds the rough, he is now faced with the option of laying up or going over it. Two well-placed shots will set up an easy pitch and a realistic birdie chance. Under favorable conditions, some of the longer hitters can reach this green in two.

### Hole #12 • Par 4 • Handicap 16

○ 367 ● 410 ● 479

The 12th is one of the toughest holes on the course because of the difficult long iron into this narrow green. The right side is guarded by a deep bunker and on the left by "Bogey's Tree," which is named after Humphrey Bogart.

### Hole #13 • Par 4 • Handicap 4

○ 406 ● 438 ● 459

The restoration of the barranca holes is historic for Riviera Country Club. This is a great thing for its members and for the tournaments. This hole should provide an ample challenge to the players.

### Hole #14 • Par 3 • Handicap 6

○ 159 ● 176 ● 176

Although it is considered the easiest hole on the course, many players will be happy with par. An extremely wide green often causes the player to lose their sense of aim. Two large bunkers in front of the green, one left and one right, will catch any errant shots.

### Hole #15 • Par 4 • Handicap 18

○ 430 ● 443 ● 487

Come Sunday, this becomes a very important hole. A birdie here will gain ground on the field. As on many other holes at Riviera, this tee shot will test the player's ability to hit a power fade. A long drive off the tee makes your approach shot to a two-tiered green that much easier.

### Hole #16 • Par 3 • Handicap 2

○ 148 ● 166 ● 166

This par 3 requires an accurate mid-iron shot. Any shot that finds the small green will be a legitimate birdie opportunity. Hitting the green, however, is not such an easy task. Several steep-faced bunkers that guard the entire green catch numerous shots.

### Hole #17 • Par 5 • Handicap 14

○ 512 ● 576 ● 590

The longest hole on the course, the 17th requires two big shots to put you in position for a possible birdie. The two-tiered green that slopes from back to front makes all downhill putts quite treacherous. Most players try to keep their third shots below the hole.

### Hole #18 • Par 4 • Handicap 8

○ 422 ● 451 ● 475

One of golf's most unique and most recognized finishing holes. The green rests below the clubhouse in a natural amphitheater. A blind tee shot from well below the level of the fairway must carry the hill and fly approximately 220 yards to reach safety. The second shot requires a long iron or even a wood to a kidney-shaped green.

Intro/New Features	Game Modes	Gameplay Basics	Wii™ Strategies	Build A Golfer
Elevate Your Game	Courses		Wii™ Exclusive Courses	Extras
Banff Springs	Cog Hill	Fancourt	Gary Player	Kiawah Island
TPC Scottsdale	Westchester	Wolf Creek		Riviera
				<b>Sheshan</b>
				The K Club



# Sheshan Golf Club • Par 72 • 7,195 Yards

## Hole #1 • Par 4 • Handicap 7

○ 403 ● 441 ● 459

On this long par 4 the elevated tees lead down to a wide, inviting fairway below. The best approach is to aim for the fairway bunker on the right to open up the green for the second shot. The elevated green is well protected both left and short. Take an extra club to compensate for the uphill shot because you don't want to be short.

## Hole #2 • Par 5 • Handicap 9

○ 480 ● 517 ● 550

This reachable par 5 plays down a narrow valley with a stream protecting the left side. A long drive that is hit close to the stream will allow the golfer to go for the green in two, although a poor shot could end up in the lake or in the deep bunkers, costing at least one shot.

## Hole #3 • Par 4 • Handicap 11

○ 306 ● 342 ● 362

Don't miss the fairway on this short par 4 as the elevated green is very small and hard to hold onto from the rough. As a result, your best approach is to take an iron or 3 wood off the tee and aim to land it short of the fairway bunkers. If you can find the green in two, a birdie is definitely possible.

## Hole #4 • Par 3 • Handicap 17

○ 154 ● 175 ● 200

A medium-length par 3, this is the first hole that plays along the large canal. Ginkgo trees, originating thousands of years ago, provide the backdrop for the green, which is surrounded by large deep bunkers.

## Hole #5 • Par 4 • Handicap 3

○ 389 ● 419 ● 459

The best way to attack this long par 4 is to carry the fairway bunkers on the left side. From there the green is protected by bunkers on the right and the canal on the left

to make this one of the toughest par 4s on the golf course.

## Hole #6 • Par 3 • Handicap 15

○ 146 ● 180 ● 200

This beautiful par 3 is well protected by a lake in front and bunkers behind. A large bailout area to the right is the best place to miss. Do not even try to aim for the flag back left, as most balls will end up in the lake.

## Hole #7 • Par 4 • Handicap 13

○ 289 ● 327 ● 346

This tricky short par 4 plays down a tight valley to a very undulating green. To hit the ball close, a good short-iron shot is required.

## Hole #8 • Par 5 • Handicap 5

○ 539 ● 584 ● 603

One of the most dramatic holes on the course, this par 5 plays from an elevated tee down to a tight fairway below. Bunkers and a stream demand a very accurate drive. Only the longest hitters can go for the green in two, which is protected in front by the beautiful, landscaped stream and framed by bunkers behind.

Intro/New Features	Game Modes	Gameplay Basics	Wii™ Strategies	Build A Golfer
Elevate Your Game	Courses		Wii™ Exclusive Courses	Extras
Banff Springs	Cog Hill	Fancourt	Gary Player	Kiawah Island
TPC Scottsdale	Westchester	Wolf Creek	Riviera	Sheshan
				The K Club

## Wii™ EXCLUSIVE COURSE OVERVIEWS

### Hole #9 • Par 4 • Handicap 1

○ 402 ● 445 ● 466

This front nine finishing hole is an extremely tough par 4 that requires a long, accurate drive down the left side, missing the big fairway bunker. From there a long iron or wood is required to reach the large but water-protected green. A par here is a very good score.

### Hole #10 • Par 4 • Handicap 8

○ 355 ● 379 ● 401

This opening hole on the back 9 is best played with a drive down the left side, close to the long fairway bunker. From there, a short to medium-iron shot is needed to this elevated green. Do not be short left, as the ball will roll back down the hill and leave a very difficult chip back up.

### Hole #11 • Par 4 • Handicap 4

○ 395 ● 413 ● 435

This dogleg right par 4 plays along a ridge with a deep and dangerous valley on the right and in front of the green. A 3-wood or long iron from the tee is the smartest shot to ensure a good lie from which to hit the small green that is protected in front by one large, deep bunker.

### Hole #12 • Par 3 • Handicap 18

○ 192 ● 214 ● 217

A very long par 3 plays to a large green well protected on the left by three large bunkers. The green is deep and will require up to three different clubs, depending on the position of the flag.

### Hole #13 • Par 4 • Handicap 12

○ 344 ● 387 ● 430

An interesting par 4 with a double split fairway, making players decide whether to play down the dangerous right side or the safer route to the left. If a shot is successful down the right, then the approach to the green is both shorter and easier. A very good example of risk/reward golf course design.

### Hole #14 • Par 5 • Handicap 10

○ 509 ● 539 ● 563

This long par 5 is protected the whole way down the right side by a large lake. If the ball remains dry, then a par or birdie is very possible. But high scores will also be very common for less accurate players.

### Hole #15 • Par 4 • Handicap 2

○ 410 ● 437 ● 487

A tee shot slightly to the left of the right fairway bunker is the ideal drive on this very long par 4. When the wind blows in your face it will play like a short par 5 for most players. From there a high fade over the greenside bunkers is the best shot to a large green that falls away to the back.

### Hole #16 • Par 4 • Handicap 14

○ 251 ● 270 ● 288

This is the first of the two signature holes that play over the large quarry, the only one of its kind in the Shanghai area and possibly the world. This is a short par 4 that is drivable by the long hitters, however an iron off the tee is the smartest shot. The small green is protected on the right by a large bunker, which also protects golfers from falling into the quarry.

### Hole #17 • Par 3 • Handicap 16

○ 164 ● 179 ● 191

The signature par 3 also plays over this dramatic and spectacular quarry. Do not be short, as the ball will definitely be lost down below. For golfers who might fall down the large quarry, there are stairs near the tee to climb out!

### Hole #18 • Par 5 • Handicap 6

○ 497 ● 531 ● 538

This dogleg right par 5 with two large lakes requires a couple of accurate shots to set up a wedge to the peninsula green. If you are having the best round of your life, or if a lot of money is on the line, you might find this approach shot very scary. Spectator mounds behind the green and across the lake near the clubhouse provide excellent viewing for the fans watching the end of a tournament.

Intro/New Features	Game Modes	Gameplay Basics	Wii™ Strategies	Build A Golfer
Elevate Your Game	Courses		Wii™ Exclusive Courses	Extras
Banff Springs	Cog Hill	Fancourt	Gary Player	Kiawah Island
TPC Scottsdale	Westchester	Wolf Creek	Riviera	Sheshan
				The K Club



# The K Club Golf Resort • Par 72 • 7,337 Yards

## Hole #1 • Par 4 • Handicap 7

○ 361 ● 401 ● 418

A good opportunity for a birdie downwind on this par 5, the player must first find the fairway and then negotiate a narrow entrance to this well-protected green.

## Hole #2 • Par 4 • Handicap 9

○ 370 ● 399 ● 413

The tee shot is all important on the second hole par 4, as it sets up a properly controlled approach shot to this green, which is protected by water on the left-hand side.

## Hole #3 • Par 3 • Handicap 15

○ 120 ● 157 ● 170

The very dramatic setting for this par 3 hole requires a calm heart and good club selection if the player is to seek out a pin located on the left-hand side of the green.

## Hole #4 • Par 5 • Handicap 11

○ 518 ● 545 ● 568

The 4th is a wonderfully constructed par 5 that encourages the player to have a go for their second shot, although the overhanging trees on the right may prove to be quite intimidating.

## Hole #5 • Par 4 • Handicap 5

○ 363 ● 402 ● 440

One of the longer par 4s on the front from the back tees, this hole has a beautifully disguised green, which will encourage aggressive play if you find the fairway off the tee.

## Hole #6 • Par 4 • Handicap 3

○ 376 ● 412 ● 478

This 6th hole demands accuracy from the tee, and good judgment of the wind for the second shot. Approach shots will be considerably uphill.

## Hole #7 • Par 4 • Handicap 1

○ 352 ● 371 ● 395

Noted as the hardest hole according to the handicap, this par 4 is probably the most intimidating hole on the course. With the water and the swirling winds it's important to take good aim and play it positively.

## Hole #8 • Par 3 • Handicap 17

○ 155 ● 155 ● 173

The 8th hole demands accuracy and commitment at a time when the nerves might be beginning to get a little frayed.

## Hole #9 • Par 4 • Handicap 4

○ 402 ● 427 ● 461

To have the perfect view for your second shot, favor the left-hand side, thereby taking on the tree in the middle of the fairway. The approach to this green is tricky so beware.





Intro/New Features	Game Modes	Gameplay Basics	Wii™ Strategies	Build A Golfer
Elevate Your Game	Courses		Wii™ Exclusive Courses	Extras
Banff Springs	Cog Hill	Fancourt	Gary Player	Kiawah Island
TPC Scottsdale	Westchester	Wolf Creek	Riviera	Sheshan
				The K Club

## Wii™ EXCLUSIVE COURSE OVERVIEWS

### Hole #10 • Par 5 • Handicap 6

○ 502 ● 561 ● 584

The first of three par 5s on the back, number 10 is a good opportunity for a birdie downwind. First find the fairway and then negotiate a narrow entrance to this well-protected green.

### Hole #11 • Par 4 • Handicap 12

○ 358 ● 382 ● 415

Pay attention to the appreciable increase in elevation for your second shot, particularly if you are attempting to get near the narrow, well-protected back pin position.

### Hole #12 • Par 3 • Handicap 18

○ 138 ● 164 ● 173

Be aware of the swirling wind on this par 3 because club selection is all important to this shallow green.

### Hole #13 • Par 4 • Handicap 10

○ 346 ● 386 ● 423

Number 13 is the second longest par 4 on the back nine. It provides a formidable challenge where accuracy is required for both shots to this heavily contoured green protected by water on the right-hand side.

### Hole #14 • Par 3 • Handicap 16

○ 179 ● 197 ● 213

With a waterfall for a backdrop, players will be required to hit a long iron to this green, which slopes from front to back.

### Hole #15 • Par 4 • Handicap 8

○ 382 ● 407 ● 446

Once again, the wind will be a factor from this elevated tee. The second shot plays longer than it looks and demands a cool head, as it is played from a sloped lie.

### Hole #16 • Par 5 • Handicap 2

○ 517 ● 581 ● 606

The number two handicap hole on the course, the 16th is a beautifully constructed par 5. Players must respect this hole at all times because the margin for error around the green is very small indeed.

### Hole #17 • Par 4 • Handicap 14

○ 327 ● 364 ● 424

Favor the left side of the green, as the ball will have a tendency to move from left to right on the putting surface. There are no lucky breaks, only a watery grave, to the right of this hole.

### Hole #18 • Par 5 • Handicap 13

○ 478 ● 518 ● 537

A very exciting finishing hole that will be set up by a good drive. It will throw up its mixture of eagles, birdies, and bogeys to keep the galleries enthralled.



Intro/New Features	Game Modes	Gameplay Basics	Wii™ Strategies	Build A Golfer
Elevate Your Game	Courses		Wii™ Exclusive Courses	Extras
Banff Springs	Cog Hill	Fancourt	Gary Player	Kiawah Island
TPC Scottsdale	Westchester	Wolf Creek		



# TPC Scottsdale • Par 71 • 7,070 Yards



## Hole #1 • Par 4 • Handicap 14

○ 341 ● 366 ● 410

The first hole is a medium-length par 4. Use a fairway wood or long iron to avoid driving through the fairway. The green is wide and fairly flat. The best approach to the green is from the left side of the fairway.

## Hole #2 • Par 4 • Handicap 8

○ 376 ● 393 ● 416

This is a slight downhill par 4 of medium length. Use a driver to avoid two right fairway bunkers and one small, deep pot bunker on the left side. The second shot is played to a small green well-protected by a right-side bunker. It's a difficult hole depending on the wind conditions.

## Hole #3 • Par 5 • Handicap 4

○ 515 ● 537 ● 554

This is a long par 5 reached in two by only the longest hitters. The tee shot must avoid a huge bunker on the left and a small stream on the right. The second shot must avoid sand traps in the landing area and water hazard fronting the green. The green is split level, protected in front and rear by deep bunkers.

## Hole #4 • Par 3 • Handicap 18

○ 123 ● 133 ● 175

Number 4 is the shortest of the par 3s. The green has three distinct levels and is well-protected by surrounding bunkers. Putting can be a challenge.

## Hole #5 • Par 4 • Handicap 6

○ 375 ● 416 ● 453

This is a long, straight par 4 with an out-of-bounds area down the entire right side. The enormous green is guarded on the left by a lone bunker.

This hole is extremely difficult if a strong, prevailing wind is present.

## Hole #6 • Par 4 • Handicap 12

○ 348 ● 365 ● 409

Depending on the wind, this hole can be very difficult or very easy. The tee shot sets the tone. The player must avoid the left and right fairway cross bunkers. More bunkers are right and left of the green, and birdies are a common score.

## Hole #7 • Par 3 • Handicap 16

○ 165 ● 190 ● 215

Number 7 is the longest of the par 3s, requiring a fairway wood to long iron from the tee. Bunkers are on both sides of the green with an abrupt slope protecting the opening to the green.

## Hole #8 • Par 4 • Handicap 2

○ 414 ● 446 ● 470

This is a long dogleg to the left. A directional bunker in the right-center of the fairway, 300 yards from the tee, provides players the line off the tee. A big, grass swale exists on the right side of the green. Par is a good score.

Intro/New Features	Game Modes	Gameplay Basics	Wii™ Strategies	Build A Golfer
Elevate Your Game	Courses		Wii™ Exclusive Courses	Extras
Banff Springs	Cog Hill	Fancourt	Gary Player	Kiawah Island
TPC Scottsdale	Westchester	Wolf Creek	Riviera	Sheshan
				The K Club

## Wii™ EXCLUSIVE COURSE OVERVIEWS

### Hole #9 • Par 4 • Handicap 10

○ 350 ● 383 ● 448

The 9th is a medium-length par 4 dogleg to the right. Players must avoid a deep bunker on the right side of the fairway. The green is wide but short, protected by a front pot bunker, a grassy hollow back left, and a deep bunker to the right. A significant ridge bisects this green, making putting a challenge.

### Hole #10 • Par 4 • Handicap 11

○ 363 ● 385 ● 403

This hole is a definite dogleg to the right. The player has three tee choices: a driver, fairway wood or long iron. A deep bunker defines the dogleg to the right. The second shot is a short iron played to an uphill green guarded by bunkers right and left.

### Hole #11 • Par 4 • Handicap 1

○ 408 ● 439 ● 469

Number 11 is a demanding and dangerous hole, the lake along the entire left side is the player's biggest concern. A beach bunker protects the left front of this green with a hidden bunker behind the green. A good, strong hole, par is always a good score.

### Hole #12 • Par 3 • Handicap 15

○ 149 ● 170 ● 195

The 12th is a difficult par 3 with water guarding the entire right side and sand bunkers to the left and behind. The green is long and narrow with a two-club difference between front and back pin placement.

### Hole #13 • Par 5 • Handicap 5

○ 528 ● 552 ● 576

This hole is a par 5 with a split fairway. Playing to the right can make it reachable in two. The second landing area is wide, protected by an enormous left bunker and a smaller right bunker. The green is small with a deep bunker located on the right front.

### Hole #14 • Par 4 • Handicap 7

○ 396 ● 419 ● 444

Hole 14 is a par 4 that is slightly uphill, with mounding on both sides of the driving area. A properly placed tee shot favors the right side, which simplifies the approach to the well-protected green considerably.

### Hole #15 • Par 5 • Handicap 9

○ 439 ● 468 ● 501

The 15th is a reachable par 5. Water is in play on the tee shot, the second shot, and pitch to the island green. Scores will range anywhere from 3 to 7, making it a pivotal hole and exciting for the spectator.

### Hole #16 • Par 3 • Handicap 17

○ 120 ● 143 ● 162

The green at 16 is an elusive target, requiring courage and accuracy. There are birdies to be had here, but bogey is not out of the question. Tiger Woods made one of the loudest holes in one in recent memory here during the 1997 Phoenix Open.

### Hole #17 • Par 4 • Handicap 13

○ 254 ● 292 ● 332

Hole 17 is a very exciting par 4. This hole can be driven from the tee, but danger lurks around the green with both water and sand in play. A great risk/reward hole with an eagle a real possibility.

### Hole #18 • Par 4 • Handicap 3

○ 385 ● 411 ● 438

The 18th features a large lake along the left side and sand on the right. The approach is very demanding, with a very deep bunker to the right and a difficult slope protecting the left side and front.

Intro/New Features	Game Modes	Gameplay Basics	Wii™ Strategies	Build A Golfer
Elevate Your Game	Courses	Wii™ Exclusive Courses	Extras	
Banff Springs	Cog Hill	Fancourt	Gary Player	Kiawah Island
TPC Scottsdale	Westchester	Wolf Creek		



# Westchester Country Club • Par 72 • 6,798 Yards

## Hole #1 • Par 4 • Handicap 13

○ 285 ● 296 ● 314

Decision time: driver or iron? If the tee placement is up front, it may tempt some players to go for the green, but a steep drop-off on the left side and trees right and left block out errant shots and add risk to the scenario. Approach shots that are long will end up some 25 feet below the surface of the green.

## Hole #2 • Par 4 • Handicap 3

○ 414 ● 424 ● 442

An accurate tee shot on this medium par 4 sets up a mid to short iron to a green protected by bunkers in front. Hit close to the pin. Long putts on this undulating green are difficult to negotiate.

## Hole #3 • Par 5 • Handicap 11

○ 431 ● 451 ● 485

This short par 5 is definitely reachable in two for the bigger hitters. Be sure to land the ball on the right side of the fairway, as it slopes severely to the left. The next shot will be played uphill so make sure to take enough club and you'll be looking at an eagle or a birdie.

## Hole #4 • Par 4 • Handicap 5

○ 357 ● 368 ● 410

Fly the left corner of the bunker off the tee with a driver on this left-to-right par 4, or play it safe and just find the fairway with a 3-wood or long iron. Either way, it's an uphill approach to a very small green.



## Hole #5 • Par 3 • Handicap 17

○ 136 ● 136 ● 154

This short par 3 has a fairly flat green except for a small raised portion. A well-stuck short iron sets up for a birdie chance. Just don't be short, and take note of the subtle breaks in the green.

## Hole #6 • Par 4 • Handicap 1

○ 415 ● 430 ● 462

This par 4 is considered one of the PGA TOUR®'s most difficult and is the number one handicap hole on the course. Play your tee shot right of center to set up a 180- to 220-yard downhill approach to a well-bunkered green. Err on being below the pin. Be smart; play this hole conservatively. Par is a good score.

## Hole #7 • Par 3 • Handicap 15

○ 171 ● 190 ● 214

Although this long par 3 runs downhill, it plays true to the yardage on the scorecard. The bunkers around this narrow green are not the most difficult, so be sure to play enough club and fire at the pin.

## Hole #8 • Par 4 • Handicap 9

○ 336 ● 350 ● 374

Play this uphill tee shot to the right-center of this narrow fairway on this short par 4 to account for the right-to-left slope. After finding the short grass you'll have just a short wedge to this green that slopes from back to front.



Intro/New Features	Game Modes	Gameplay Basics	Wii™ Strategies	Build A Golfer
Elevate Your Game	Courses		Wii™ Exclusive Courses	Extras
Banff Springs	Cog Hill	Fancourt	Gary Player	Kiawah Island
TPC Scottsdale	Westchester	Wolf Creek		Riviera
				Sheshan
				The K Club

## Wii™ EXCLUSIVE COURSE OVERVIEWS

### Hole #9 • Par 5 • Handicap 7

○ 503 ● 511 ● 526

If you can hug the left side on your tee shot, this par 5 is reachable in two by the longer hitters, although you'll need a solid fairway wood or long iron on your second to reach a green littered with bunkers short and right.

### Hole #10 • Par 3 • Handicap 16

○ 170 ● 180 ● 190

On the 10th hole at Westchester, a middle- to long-iron tee shot must land on the front of this two-tiered green. A two-putt is reasonable here. It is difficult to make par from the back of the green, and over the green could easily spell bogey.

### Hole #11 • Par 4 • Handicap 14

○ 345 ● 367 ● 384

An accurate tee shot on this short par 4 will set up just a wedge into a green guarded by bunkers short on either side. Use the back-to-front slope of the green and try to be under the hole for your best look at a birdie.

### Hole #12 • Par 4 • Handicap 6

○ 371 ● 398 ● 408

A long tee shot should carry the hill as it's severely downhill. And although a short approach will be left, it's a blind uphill shot to an elevated green with bunkers on either side. But red numbers are definitely there for the taking with wedge in hand.

### Hole #13 • Par 4 • Handicap 2

○ 386 ● 410 ● 419

The 13th at Westchester is often underrated and doesn't get the respect it deserves. The tee shot is key, as the more you can cut off down the left side, the shorter the distance to this uphill approach to a tiny treacherous green.

### Hole #14 • Par 5 • Handicap 8

○ 531 ● 545 ● 575

The only way to get home in two on this long dogleg left par 5 is hit a driver over the trees on the left side. If you can hit it out there over three hundred yards you'll be left with a long downhill approach, but there is room in front of the green to run it up.

### Hole #15 • Par 3 • Handicap 18

○ 123 ● 133 ● 146

Just a short iron here to this awkwardly shaped green with deep bunkers on either side. Be cautious of a front pin placement as the green narrows considerably toward the front.

### Hole #16 • Par 4 • Handicap 12

○ 307 ● 316 ● 326

The short par 4 16th offers two options off the tee. Either play it straight out with a long iron or fairway wood, or grab the big stick and split the trees on the left with a little fade, which will leave you with just a short pitch into the green. Either way, birdie is there for the taking.

### Hole #17 • Par 4 • Handicap 4

○ 400 ● 421 ● 464

Hug the trees on the left side with your tee shot and make sure to keep it short of the water. This will leave you with a mid- to long-iron approach over water that shouldn't come in to play. Stay below the pin to avoid a sloping downhill putt.

### Hole #18 • Par 5 • Handicap 10

○ 440 ● 460 ● 505

Westchester's number 18 is an excited finishing hole. Finding the fairway off the tee is key to getting home in two. You're approach, whether it be your second or third shot, will be blind to an uphill green with no room for error. Make sure to take enough club and don't get too greedy with a front pin placement tucked in the narrow opening.

Intro/New Features	Game Modes	Gameplay Basics	Wii™ Strategies	Build A Golfer
Elevate Your Game	Courses		Wii™ Exclusive Courses	Extras
Banff Springs	Cog Hill	Fancourt	Gary Player	Kiawah Island
TPC Scottsdale	Westchester	Wolf Creek	Riviera	Sheshan
				The K Club



# Wolf Creek Golf Club • Par 72 • 6,939 Yards

## Hole #1 • Par 5 • Handicap 9

○ 467 ● 504 ● 579

The front nine starts with the longest hole on the course. It's pretty much a 3-shot hole for everyone. The key is your approach shot, as the right bunker seems to come in to play more than it would appear to. The green slopes from back to front, so make sure to play your approach shot to the proper tier.

## Hole #2 • Par 4 • Handicap 1

○ 385 ● 429 ● 445

The first par 4 at Wolf Creek is also the number one handicap hole on the course. It's a 445-yard severe dogleg left. Should you hit driver here, make sure the angle is correct, as the fairway could run out on you. As for your approach shot, it plays slightly uphill longer than the stated yardage.

## Hole #3 • Par 3 • Handicap 7

○ 175 ● 175 ● 227

The first par 3 is guarded by bunkers on either side and plays much longer than the yardage, so choose your club accordingly. It's better to come up a little longer than short here.

## Hole #4 • Par 4 • Handicap 15

○ 279 ● 307 ● 383

This shortish par 4 may look easy on the card but this simple hole can reach up and bite you if you're not careful. Aim to the left side of the fairway and try to avoid the slew of bunkers in the middle on this dogleg right.

## Hole #5 • Par 5 • Handicap 3

○ 453 ● 469 ● 490

Hole 5 is by far the shortest par 5 on the course, but it's also the number three handicap hole. First things first: Clear the stream with your tee shot and find the fairway. After that, play straight up the chute to an elevated green. This is a long green with a severe tier so make sure your approach shot finds the correct level.

## Hole #6 • Par 4 • Handicap 11

○ 414 ● 415 ● 447

The par 4 6th is a dogleg right. A driver may not be the best choice because it could possibly find the creek. Whatever you hit off the tee, it's better to miss right than left. Be sure to play enough club on the approach, as this hole plays to an elevated green guarded by a sand trap on the left.

## Hole #7 • Par 4 • Handicap 13

○ 263 ● 281 ● 302

Lucky 7 is the shortest par 4 on the course and is a definite risk/reward hole. You can take a gamble off the tee and try to drive the green, or play it safe and lay up. But either way, you'll need to carry the water short of the green. Your only bailout is on the left.

## Hole #8 • Par 3 • Handicap 5

○ 152 ● 217 ● 248

The longest of the par 3s, the 8th is by handicap the hardest 3 at Wolf Creek. With water covering three sides of the green, your only bailout is to the right, where there is more room than what is visible from the tee. But, a par here is a good score.



Intro/New Features	Game Modes	Gameplay Basics	Wii™ Strategies	Build A Golfer
Elevate Your Game	Courses	Wii™ Exclusive Courses	Extras	
Banff Springs	Cog Hill	Fancourt	Gary Player	Kiawah Island
TPC Scottsdale	Westchester	Wolf Creek	Riviera	Sheshan
				The K Club

## Wii™ EXCLUSIVE COURSE OVERVIEWS

### Hole #9 • Par 4 • Handicap 17

○ 271 ● 303 ● 390

The opening nine wraps up with the second easiest hole on the course. The water short of the fairway may look intimidating but it shouldn't come in to play. A good solid tee shot in the fairway will leave most players with a short approach to this fairly accessible green.

### Hole #10 • Par 4 • Handicap 2

○ 367 ● 446 ● 472

After making the turn comes the number two handicap hole at Wolf Creek. However, there is more landing area than what is visible from the tee. Anywhere in the short grass should be fine on this long par 4. Aim for the middle of the green; it's sandwiched by bunkers on either side.

### Hole #11 • Par 3 • Handicap 16

○ 166 ● 193 ● 215

The 11th is a fairly easy par 3 that plays downhill, so less club is definitely an option. Avoid the bunkers on the left and you should be fine here.

### Hole #12 • Par 5 • Handicap 8

○ 490 ● 544 ● 560

The tee ball is key on this dogleg left par 5. Long hitters might be able to carry the water and can cut off some of the corner, giving them a chance to go in two, but you must keep it in play. Pay attention to the pin location, as this is a very deep green.

### Hole #13 • Par 4 • Handicap 14

○ 301 ● 341 ● 350

Hole 13 is a short par 4. Aim just right of the bunker off the tee to set up a short approach shot to a green that slopes severely from back to front. Try and keep the ball below the hole on this one.

### Hole #14 • Par 4 • Handicap 4

○ 367 ● 370 ● 444

The par 4 14th is the most photographed hole at Wolf Creek. Although it's the second longest par 4 on the course, it plays shorter than it looks. But, it is still the number four handicap hole for a reason. The key here is to stay right.

### Hole #15 • Par 3 • Handicap 18

○ 113 ● 116 ● 125

Not much to this one, it's all about club selection. Club down here and think red numbers on the shortest par 3 and easiest hole on the course.

### Hole #16 • Par 4 • Handicap 10

○ 346 ● 377 ● 393

Hole 16 calls for a demanding tee shot with a narrow fairway bordered by desert and bunkers. But, if you do manage to find the short grass, you should have a medium to short approach to this small green. Make sure to take enough club to carry the front bunker.

### Hole #17 • Par 5 • Handicap 6

○ 511 ● 527 ● 562

The last par 5 is a great risk/reward hole. With a good drive, this green is reachable for the big hitters. But, it will call for a demanding approach with water short and right of this green.

### Hole #18 • Par 4 • Handicap 12

○ 278 ● 295 ● 307

The finishing hole at Wolf Creek is a short par 4. Some big sticks might give the green a chance but a solid tee shot to this generous landing area in the fairway will leave a short approach. Avoid the right-front bunker and use the backstop to the left and past the green.



# Extras

## Golfer Ratings

Here are the statistics for the PGA TOUR® and fantasy golfers featured in *Tiger Woods PGA TOUR 10*. The Xbox 360®/PLAYSTATION® 3 versions of the game use a different ratings system than the Wii™ version. We've included statistics for both version in this section of the guide.

### Xbox 360 and PLAYSTATION 3 Golfer Ratings

Player	Power	Accuracy	Short Game	Putting
Tiger Woods	11.8	10.6	11.4	12.0
Chris DiMarco	8.0	9.8	9.3	10.5
Luke Donald	9.1	9.5	9.3	10.8
Jim Furyk	9.1	11.4	9.8	9.7
Retief Goosen	9.1	8.9	8.6	7.9
Colin Montgomerie	8.1	8.8	7.8	9.1
Ian Poulter	9.7	7.9	7.9	10.0
Justin Rose	9.4	9.8	10.5	9.0
Adam Scott	10.8	9.8	10.4	9.5
Vijay Singh	10.3	10.1	9.3	8.8
Mike Weir	9.1	9.5	10.3	9.8
Michael Campbell	8.5	8.4	8.8	8.0
Annika Sorenstam	10.0	11.1	9.8	12.0
Camilo Villegas	10.5	9.5	9.7	9.2
Cristie Kerr	10.1	9.1	8.5	11.1
Morgan Pressel	9.0	10.2	9.3	10.0
Natalie Gulbis	9.8	9.6	9.1	9.7
Paula Creamer	9.9	11.2	9.7	11.7
Darren Clarke	9.3	10.1	8.8	7.8
Nick Dougherty	10.2	9.0	8.7	9.1
Rory McIlroy	10.5	9.5	8.5	9.2
Se Ri Pak	10.8	8.6	10.1	9.3
Anthony Kim	10.8	10.1	10.5	9.8
Rocco Mediate	9.0	10.1	9.5	9.8
Ripper Malone	11.4	8.3	9.7	9.0



## EXTRAS

### Xbox 360 and PLAYSTATION 3 Golfer Ratings

Player	Power	Accuracy	Short Game	Putting
Raczilla	9.8	8.1	7.6	8.2
Angus MacLeary	8.4	8.2	9.1	9.6
Travis Knox	10.2	9.2	9.0	8.6
Bobbie Leigh	9.8	10.3	8.6	9.2
Priscilla Grimm	9.8	10.5	10.2	11.0
Elsa Bjorklund	9.5	11.4	10.8	10.2

### Wii™ RATINGS LEGEND

PWR—Power

SPIN—Spin

ACC—Accuracy

PUTT—Putting

STRK—Striking

RECO—Recovery

APPR—Approach Shots

LUCK—Luck

### Wii™ Golfer Ratings

Player	PWR	SPIN	ACC	PUTT	STRK	RECO	APPR	LUCK
Tiger Woods	110	90	100	80	80	90	100	80
Super Tiger	110	100	100	100	100	100	100	100
Michael Campbell	90	80	80	80	80	90	100	70
Darren Clarke	80	70	60	80	60	70	60	60
Paula Creamer	80	80	100	70	100	80	80	70
Chris DiMarco	80	70	70	110	90	90	90	80
Luke Donald	90	60	100	80	110	80	110	70
Nick Dougherty	100	90	70	90	70	80	90	60
Jim Furyk	70	90	100	90	100	80	90	90
Retief Goosen	90	80	90	100	80	100	110	90



## Wii™ Golfer Ratings

Player	PWR	SPIN	ACC	PUTT	STRK	RECO	APPR	LUCK
Natalie Gulbis	70	80	90	90	110	70	70	100
Cristie Kerr	80	80	110	70	100	80	80	70
Anthony Kim	80	80	90	70	70	110	90	70
Rory McIlroy	70	70	40	70	40	70	70	60
Rocco Mediate	90	90	80	80	70	80	70	80
Colin Montgomerie	80	80	90	80	110	80	80	80
Se Ri Pak	70	80	90	90	90	70	70	70
Ian Poulter	90	70	80	80	110	70	80	80
Morgan Pressel	80	80	110	70	100	80	80	70
Justin Rose	90	60	100	90	100	70	80	70
Adam Scott	100	90	90	80	80	70	90	80
Vijay Singh	100	110	110	70	90	80	90	90
Annika Sorenstam	90	70	110	90	100	80	90	80
Camilo Villegas	80	80	110	70	100	80	80	70
Mike Weir	80	70	110	80	100	70	90	80
Felicia Brown	50	50	50	60	60	70	60	40
Dominic Donatello	60	50	60	60	50	50	60	60
Solita Lopez	50	60	70	60	60	90	80	40
Edwin Masterson	30	40	50	50	50	30	50	40
Hamish McGregor	90	50	40	50	40	60	40	50
Takaharu Moto	70	40	50	30	40	50	50	50
Kellie Newman	30	20	40	50	30	30	30	30
Erika Von Severin	60	60	60	80	80	70	70	70

## EXTRAS

### Wii™ Golfer Ratings

Player	PWR	SPIN	ACC	PUTT	STRK	RECO	APPR	LUCK
Melvin Tanigawa	60	50	60	90	50	50	60	60
Moa Ta'A Vatu	100	50	50	50	20	60	40	60
Bev Bouchier	50	50	90	70	10	80	70	60
Rose Carpenter	50	50	40	50	60	60	60	60
John Kinkenbach	70	70	50	60	50	50	60	60
Hal Duff	70	60	70	40	70	70	100	70
Alexei Eichelberg	110	50	40	20	30	60	60	60
Hunter Elmore	70	50	60	60	50	70	60	60
Billy Hightower	80	70	80	70	70	80	80	60
Raja Kumar	40	40	30	50	50	40	50	30
Meadow Leblanc	50	100	70	70	70	70	70	80
Kendra Lovette	70	50	40	50	40	60	60	40
Chad McGinnis	80	50	60	90	60	60	60	70
Suzanne McIntyre	70	60	70	80	90	80	70	70
Carlos Maria Montoya	80	60	60	80	60	60	70	80
Martin Murry	80	80	70	90	70	70	70	70
Wesley Rounder	50	50	50	40	40	30	40	40
Anabelle Townsend	60	70	70	70	90	80	80	60
Ted Underwood	60	60	40	60	40	50	60	40
Reginald Weathers	70	70	90	80	90	70	80	60



### Wii™ Golfer Ratings

Player	PWR	SPIN	ACC	PUTT	STRK	RECO	APPR	LUCK
Danny Wheeler	80	60	90	80	100	60	90	50
Tiffany Williamson	60	80	80	70	90	60	70	70

## Tournament Challenge

The new Tournament Challenge mode features four challenges in each of the 16 courses provided in the game. These historical moments are based on real-life tournament events. We've included a list below of the 64 different challenges that await you:

### TPC Sawgrass

Opponent	Points	To Win
Adam Scott	1	Get up and down on these four holes in 11 strokes or less.
Tiger Woods	2	Match Tiger shot-for-shot on the 17th hole.
Luke Donald	3	Match or beat Donald with a score of -5 or better on the front nine at TPC Sawgrass.
Jim Furyk	4	Match or beat Furyk by shooting a -3 or better on these par 3s at TCP Sawgrass.

### Turnberry

Opponent	Points	To Win
Se Ri Pak	1	Defeat Pak in match play on the front nine at Turnberry.
C. Montgomerie	2	Play the par 3s at Turnberry in 12 strokes or less.
Natalie Gulbis	3	Defeat Gulbis in stroke play on the back nine at Turnberry.
Turnberry	4	Play these four holes in 13 strokes or less.

### St Andrews

Opponent	Points	To Win
Paula Creamer	1	Beat Creamer on the front nine at St Andrews in match play.
Tiger Woods	2	Play these three holes in 11 strokes or less.
C. Montgomerie	3	Play these two par 5s in 8 strokes or less.
Ian Pultar	4	Play holes 15 through 18 in 12 strokes or less.



## EXTRAS

### Bethpage (Black)

Opponent	Points	To Win
Luke Donald	1	Play these four holes in 9 strokes or less.
U.S. Open	2	Play the four holes at Bethpage in 16 strokes or less.
Tiger Woods	3	Play the two par 5s in 9 strokes or less.
Tiger Woods	4	Defeat Tiger on the front nine by shooting a +1 or better and hitting 7 FIR and 7 GIR.

### Bay Hill

Opponent	Points	To Win
Darren Clarke	1	Test your putting by finishing these four holes in 10 putts or less.
Tiger Woods	2	Follow Tiger shot-for-shot on the 18th at Bay Hill.
Vijay Singh	3	Play holes 5 through 9 at Bay Hill in -4 or better.
Tiger Woods	4	Play these four holes at Bay Hill in 16 strokes or better.

### Firestone CC

Opponent	Points	To Win
Tiger Woods	1	Rack up 900 or more yards off the tee in three drives.
Chris DiMarco	2	Beat DiMarco in match play on the front nine at Firestone CC.
Tiger Woods	3	Match or beat Tiger's round of 61 at Firestone CC.
Vijay Singh	4	Shoot a -3 or better on the first four holes at Firestone CC, while hitting every FIR and GIR.

### Oakmont CC

Opponent	Points	To Win
Nick Dougherty	1	Defeat Dougherty on the four par 3s at Oakmont CC.
U.S. Open	2	Get your tee shots within the specified distance in three attempts.
C. Montgomerie	3	Play holes 4, 9, and 12 in a total of 12 strokes or less.
Anthony Kim	4	Defeat Kim in match play on the front nine at Oakmont CC.



### Doral Golf Resort & Spa

Opponent	Points	To Win
Ian Poulter	1	Get out of the sandy lies on these five holes in 11 strokes or less.
Jim Furyk	2	Finish the final three holes at Doral with a score of -2 or better.
Tiger Woods	3	Match Tiger shot-for-shot on the 16th hole at Doral.
C. Villegas	4	Play the par 5s at Doral in 16 strokes or less.

### Pinehurst No. 2

Opponent	Points	To Win
Luke Donald	1	Defeat Donald in stroke play on the front nine at Pinehurst No. 2.
U.S. Open	2	Get up and down on these four holes with a total score of 10 strokes or less.
U.S. Open	3	Play the four holes in 14 strokes or less.
Michael Campbell	4	Get up and down on these four holes in 8 strokes or less.

### Wentworth

Opponent	Points	To Win
Rory McIlroy	1	Defeat Rory in match play on these long holes at Wentworth.
Justin Rose	2	Get up and down in at least three out of these four spots.
C. Montgomerie	3	Match or beat Colin's best ball striking round, hitting at least 15 GIR and scoring -7 or better at Wentworth.
Luke Donald	4	Play the last three holes at Wentworth in 11 strokes or less.

### Harbour Town

Opponent	Points	To Win
Verizon Heritage	1	Play these three holes in 11 strokes or less.
Justin Rose	2	Defeat Rose in stroke play on these holes at Harbour Town.
Jim Furyk	3	Hit every FIR and GIR while shooting 32 or less on the front nine.
Anthony Kim	4	Score a -3 or better on these three holes at Harbour Town.

## EXTRAS

### Pebble Peach Golf Links

Opponent	Points	To Win
Vijay Singh	1	Challenge Vijay's accuracy and hit at least 5 out of 9 GIR on the back nine while scoring -3 or better.
Mike Weir	2	Match or beat Weir's score of -5 on holes 3 through 7 at Pebble Beach.
Tiger Woods	3	Match or beat Tiger's score of -4 on the final four holes at Pebble Beach.
Tiger Woods	4	Beat Tiger in 18 holes of match play at Pebble Beach.

### TPC Boston

Opponent	Points	To Win
Adam Scott	1	Defeat Scott in stroke play on the front nine at TPC Boston.
Vijay Singh	2	Shoot a -3 or better on the final four holes at TPC Boston.
Tiger Woods	3	Shoot a -4 or better on these three par 5s at TPC Boston.
Mike Weir	4	Shoot -10 or better on these 10 holes at TPC Boston.

### Hazeltine

Opponent	Points	To Win
Hazeltine	1	Play the four holes at Hazeltine in 15 strokes or less.
Vijay Singh	2	Play the four holes at Hazeltine in 16 strokes or less.
Rocco Mediate	3	Play the three holes at Hazeltine in 10 strokes or less.
Tiger Woods	4	Match Tiger shot-for-shot on the 18th at Hazeltine.

### East Lake

Opponent	Points	To Win
Retief Goosen	1	Play these three holes at East Lake in 7 strokes or less.
Adam Scott	2	Drive the ball a total of 1,000 yards in three tee shots.
Tiger Woods	3	Shoot a -7 or better on the front nine at East Lake.
Vijay Singh	4	Score a -3 or better on these two par 5s at East Lake.



### Torrey Pines

Opponent	Points	To Win
Tiger Woods	1	Match Tiger shot-for-shot on the 72nd hole of the U.S. Open Championship.
C. Villegas	2	Play these four par 3s at Torrey Pines in 10 strokes or less.
Tiger Woods	3	Match or beat Tiger on these three holes at Torrey Pines by shooting a -5 or better.
Tiger Woods	4	Rewrite history by defeating Tiger and Rocco in the 18th hole of the U.S. Open playoff.

## Extras to Collect

This game is filled with extras that you can collect while playing in Career Mode. In addition to earning trophies for getting eagles on all the par 5s on each course, you can win the following trophies:

### PGA TOUR® Season Trophies

Trophy Name
PGA TOUR® Champions Event
Buick Invitational
AT&T National Pro-Am
Twin Cities Tournament
WGC-CA Championship
Arnold Palmer Invitational
EA SPORTS™ Major Championship
Verizon Heritage
The Players Championship
Shootout at the Links
U.S. Open Championship
The Wentworth Classic
San Diego Open
UK Major Championship
Pittsburgh Invitational
WGC-Bridgestone Invitational
PGA TOUR® Championship

### PGA TOUR® Season Trophies

Trophy Name
The New York Championship
Deutsche Bank Championship
EA Championship
The TOUR Championship
Rookie of the Year
Player of the Year
PGA TOUR® Money Leader
PGA TOUR® Scoring Leader
FedExCup Championship



## EXTRAS

### Trophy Balls

Trophy Ball	Objective
Long Drive	Bomb a 350-Yard Drive
Birdie Buster	Record 12 Birdies in a Round
Eagle Extravaganza	Record 4 Eagles in a Round
Aces Wild	Record a Hole in One
Birdie Streak	Record 6 Birdies in a Row
Back-to-Back Eagles	Record Back-to-Back Eagles
Long Putt Challenge	Sink a 55+ Foot Putt
Fairway Challenge	Hit All Fairways in a Round
GIR Challenge	Hit All Greens in Regulation in a Round
Pin Seeker	Hit the Pin
Eagle Hunt	Eagle Every Par 5 in the Game
Chip In Challenge	Chip in from 30 Yards
Top of the Tournaments	Place 1st in All Tournaments in a Single Season
Complete the Tournament Challenge	Complete the Tournament Challenge
My First Eagle	Record an Eagle
My First Double Eagle	Record a Double Eagle
My First Tournament Win	Win First-Place in a Tournament
My First Round Under Par	Finish a Round Under Par
My First Bogey-Free Round	Shoot a Bogey-Free Round
My First Par 4 Green In One	Reach a Par 4 Green In One
100% Completion	Achieve 100% Completion

### Tracking Tiger

Trophy	Objective
The Holes in One	Surpass Tiger and score 19 holes in one during your career.
The Lead 14+ PGA TOUR® Statistics	Lead the PGA TOUR® in 14 categories in a single season.
The Par 3/4/5 Birdie Leader	Lead the PGA TOUR® in Par 3, 4, and 5 Birdies in the same season
The Birdie Average	Beat Tiger's Birdie average of 4.25 Birdies per 18 holes.
The Cut Streak	Make every cut in a single season.
The Under Par in Every Event	Finish an entire season under par in every event played.
The Consecutive Wins	Surpass the record of 11 consecutive tournament wins.



### Tracking Tiger

Trophy	Objective
The Lucky 13	Beat Tiger's best round of 13-under par.
The Lowest Scoring Average	Better Tiger's Scoring Average record of 68.17.
The Winning Percentage	Beat Tiger's 28% winning percentage (50 event minimum).
The Consecutive Rounds at Par or Better	Match Tiger's par or better streak of 67 rounds.
Most PGA TOUR® Wins in a Single Year	Win 10 events in a single year.
The Most Money Won in a Single Season	Win more than \$9,188,321 in a single year.

## Top Items from the Pro Shop

The Pro Shop currently features over 2,000 items, and here are the top new items for *Tiger Woods PGA TOUR 10*. These are powerful items well worth the price to acquire them.

### Top Items from the Pro Shop

BALLS			
Item	Cost	Boost	How to Unlock
Bridgestone Golf Tour B330	\$28,500	+2.0 Power	Complete 90% of the Total Game.
Bridgestone Golf Tour B330-S	\$28,800	+2.0 Accuracy	Win the 3rd Challenge at TPC Boston.
Bridgestone Golf Tour B330-RX	\$29,000	+2.0 Accuracy	Win the Aces Wild Trophy Ball.
Callaway TOUR i	\$29,500	+2.0 Putting	Win the New York Championship.
Callaway TOUR ix	\$30,500	+2.0 Putting	Win the Deutsche Bank Championship.
Nike ONE Tour D	\$31,000	+2.0 Short Game	Win THE TOUR Championship.
Nike ONE Tour	\$35,000	+2.0 Power	Win the 3rd Bonus Challenge.
SHAFTS			
MRC Fubuki	\$30,000	+2.0 Accuracy	Win the 4th Challenge at East Lake.
Aldila VooDoo	\$30,500	+2.0 Power	Achieve Level 10 on your Power Attribute.
UST AXIVCore™ BLACK Woods	\$31,000	+2.0 Accuracy	Win the 4th Challenge at Torrey Pines.
Graffalloy ProLaunch Axis Red X	\$31,000	+2.0 Power	Win the EA Championship.

## EXTRAS

### Top Items from the Pro Shop

GLASSES			
Item	Cost	Boost	How to Unlock
Sundog Eyewear Hunter Mahan "H"	\$29,000	+2.0 Short Game	Complete 80% of the Total Game.
Oakley Inmate	\$30,000	+2.0 Putting	Win THE TOUR Championship.
Oakley Thump Pro	\$31,000	+2.0 Short Game	Win the 3rd Challenge at Hazeltine.
GLOVES			
Nike Cold Weather	\$27,500	+2.0 Power	Win the 2nd Challenge at TPC Boston.
Callaway Golf Ion Glove	\$28,000	+2.0 Accuracy	Win the 3rd Challenge at TPC Boston.
Oakley Golf Glove 2.0	\$30,000	+2.0 Power	Win the 2nd Challenge at East Lake.
PUMA Golf Glove	\$31,000	+2.0 Accuracy	Win the New York Championship.
HATS AND VISORS			
Cobra Tour Visor	\$28,500	+2.0 Putting	Win the Eagle Hunt Trophy Ball.
G3 Cap	\$28,800	+2.0 Accuracy	Achieve Level 10 on your Accuracy Attribute.
EA SPORTS™ Driving Cap	\$29,000	+2.0 Accuracy	Win the 4th Challenge at TPC Boston.
Cobra Tour Cap	\$29,200	+2.0 Putting	Achieve Level 10 on your Putting Attribute.
EA SPORTS™ Bucket Hat	\$29,500	+2.0 Putting	Win the 4th Challenge at Hazeltine.
Mizuno Tour Cap	\$29,500	+2.0 Accuracy	Win the 4th Challenge at Hazeltine.
Nike Tour Swoosh Flex Cap	\$30,000	+2.0 Accuracy	Win THE TOUR Championship.
Nike TW Tour Swoosh Flex Cap	\$30,000	+2.0 Short Game	Win THE TOUR Championship.
Nike Sphere Dry Cap	\$30,200	+2.0 Short Game	Win the 3rd Challenge at East Lake.
PUMA Golf Military Cap	\$30,500	+2.0 Power	Complete 90% of the Total Game.
SHIRTS			
Oakley Motion Update 2.0	\$20,000	+2.0 Accuracy	Win the 3rd Challenge at TPC Boston.
PUMA Golf Graphic Polo	\$21,000	+2.0 Short Game	Win the PGA TOUR® Championship.
Oakley Bit Polo	\$22,000	+2.0 Short Game	Win the 4th Challenge at TPC Boston.
Bobby Jones Polo	\$23,000	+2.0 Power	Win the 2nd Challenge at Hazeltine.
PUMA Golf Invisibonding Polo	\$24,000	+2.0 Accuracy	Win the 3rd Challenge at Hazeltine.



## Top Items from the Pro Shop

### SHIRTS

Item	Cost	Boost	How to Unlock
Nike SP Tour Graphic Polo	\$25,000	+2.0 Putting	Complete 80% of the Total Game.
Quiksilver Men's Breakin	\$26,000	+2.0 Power	Win the 4th Challenge at Hazeltine.
Adidas Allover 3-Stripe Polo	\$27,000	+2.0 Power	Achieve Level 10 on your Power Attribute.
Cutter & Buck Cocona CB DryTec Mystique Polo	\$27,500	+2.0 Power	Win the Deutsche Bank Championship.
Bobby Jones 3 Button Solid Jersey Polo	\$28,750	+2.0 Putting	Win the Top of the Tournament Trophy Ball.
Nike TW Collection Dri-FIT Texture S/S Mock	\$29,000	+2.0 Accuracy	Achieve Level 10 on your Accuracy Attribute.
Nike TW Collection Directional Pattern Polo	\$30,000	+2.0 Power	Win the 4th Challenge at East Lake.
Oakley Essential Polo	\$30,500	+2.0 Short Game	Win the 2nd Challenge at Torrey Pines.
G3 Polo	\$31,000	+2.0 Putting	Win the EA Championship
Nike TW Collection Dri-FIT Fine Stripe Polo	\$31,500	+2.0 Accuracy	Win THE TOUR Championship.
Nike TW Collection Dri-FIT Open Stripe Polo	\$31,500	+2.0 Putting	Win THE TOUR Championship.
Nike TW Platinum Dri-FIT Chest Print Polo	\$32,000	+2.0 Power	Win the 3rd Challenge at Torrey Pines.

### SHORTS

Nike SP Short	\$16,000	+2.0 Accuracy	Win the 2nd Challenge at TPC Boston.
Nike Striped Short	\$17,000	+2.0 Putting	Win the Top of the Tournament Trophy Ball.
Oakley Act Short	\$17,500	+2.0 Accuracy	Complete 90% of the Total Game.
Oakley Palm Short	\$20,000	+2.0 Short Game	Win the EA Championship.

### SHOES

Nike Air Zoom Vapor	\$25,000	+2.0 Power	Win the Deutsche Bank Championship.
Etonic Dry Essentials	\$26,000	+2.0 Accuracy	Win the 2nd Challenge at Hazeltine.
FootJoy ReelFit™	\$26,500	+2.0 Putting	Achieve Level 10 on your Putting Attribute.
FootJoy SYN-R-G™	\$27,000	+2.0 Putting	Win the Top of the Tournament Trophy Ball.
PUMA Swing Crown GTX	\$27,500	+2.0 Accuracy	Win the 2nd Challenge at Torrey Pines.
Nike Air Zoom TW 2009	\$28,000	+2.0 Power	Win the 4th Challenge at Torrey Pines.




## EXTRAS

### Top Items from the Pro Shop

OUTERWEAR AND VESTS			
Item	Cost	Boost	How to Unlock
FootJoy DRYJOYS Tour Collection Rain Jacket	\$28,000	+2.0 Accuracy	Win the 3rd Challenge at East Lake.
FootJoy DRYJOYS Tour Collection Short Sleeve Rain Shirt	\$28,000	+2.0 Short Game	Win the 3rd Challenge at East Lake.
Bobby Jones Raker Vest	\$29,500	+2.0 Short Game	Complete 90% of the Total Game.
SPECIAL ITEMS			
EA SPORTS™ CEC Mining Hazard Suit	\$19,050	+2.0 Power	Win the 1st Challenge at TPC Boston.
EA SPORTS™ Ninja Suit	\$22,500	+2.0 Accuracy	Win the 1st Challenge at Hazeltine.
EA SPORTS™ Lizard Suit	\$31,500	+2.0 Putting	Win THE TOUR Championship.
EA SPORTS™ Diving Suit	\$35,000	+2.0 Short Game	Win the 1st Bonus Challenge.

## Achievements and Trophies

### Achievements and Trophies

	Title	Description	Achievement Points	Trophy Grade
	Teamwork	Watch the credits.	10	Silver
	From Bad to Worse	Hit the ball from any bunker into a different hazard, such as a Water Hazard or Out of Bounds.	10	Silver
	Blammo!	Earn the Bingo, Bango & Bongo point on a single shot in the Bingo Bango Bongo Traditional game mode.	10	Silver
	Weather Report	Complete an online 18-hole round in the rain using the Live Weather feed.	10	Gold
	The Comeback Kid	Come back from a +5 or worse to finish Even or better, in any Traditional or Online game mode round.	15	Gold
	Tough at the Top	Compete in Play-The-Pros mode and submit your score online.	15	Silver
	Mulligan's Island	Use 20 or more Mulligans during an 18-hole round, in any Traditional or Online game modes.	15	Silver
	Play with the Big Boys	Drive the ball 400 or more yards in the fairway in any Traditional or Online game modes.	20	Silver
	Maximum Power	Complete an 18-Hole round using a max stats costume in any Traditional or Online game modes.	25	N/A
	Raindancer	Play in the rain and score an Eagle or better in any Stroke based Traditional or Online game modes.	25	Silver



## Achievements and Trophies

	Title	Description	Achievement Points	Trophy Grade
	Riding Spinnaz	Sink an approach shot using backspin covering a distance of 5ft or greater in any game mode.	25	Gold
	Taking Flight	Total 50 Birdies with a created golfer.	25	N/A
	Eye of the Hurricane	Shoot under Par through a Gale Force wind in a Traditional or Online game mode 18-hole round.	25	Silver
	It's All in the Hips	Use Precision Putter to sink a 30ft putt without Putt Preview, in a Traditional or Online game mode.	30	Silver
	Bare Minimum	Play a round under Par in a Traditional or Online game mode with a Driver, SW, 5 Iron and Putter.	30	Gold
	Big Money	Win 5 Million Dollars in Live Tournaments.	30	Gold
	Piece of Cake	Post a Top 50 score in a Live Tournament.	30	Silver
	Migration	Total 100 Birdies using a created golfer.	35	N/A
	Birds of Prey	Total 25 Eagles using a created golfer.	35	N/A
	No Known Survivors	Equip the CEC Mining Hazard Suit.	35	N/A
	Big Tuna	Play an 18-hole Traditional or Online game mode round in FIR and GIR using only tuned clubs.	50	Silver
	Aces High	Ace a Par 4 or a Par 5 hole in any Traditional or Online game mode.	50	Silver
	Well-Seasoned	Complete a PGA TOUR® Season with at least 10 Million Dollars in career earnings.	50	N/A
	Levinator25	Complete the first Bonus Challenge in Tournament Challenge.	55	N/A
	Circle of Life	Score an Ace, an Eagle, a Birdie, a Par and a Bogey in a single round of a PGA TOUR® Event.	55	N/A
	Eagle Eye	Total 100 Eagles using a created golfer.	55	N/A
	Ten Thousand Ways	Earn 10,000 Player Points in EA SPORTS™ GamerNet.	75	Gold
	Challenge the World	Complete the Tournament Challenge mode.	75	N/A
	Sharkies	Play 18 holes online against an EA Tiburon team member or against a player who has this Achievement/Trophy.	80	Gold
	The Ultimate Challenge	Shoot Par or under on Tour Pro in an 18-hole round, using the Precision Putter, Green Grid set to Off, Very Fast Greens and Fairways, and Long Roughs.	N/A	Silver